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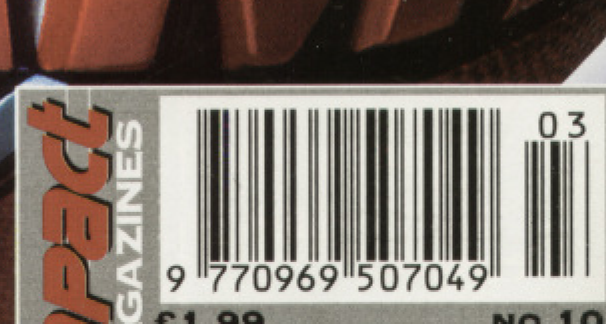
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PLUS: Zool, Super Metroid, R-Type III, Pop 'n' Twinbee 2, Yogi, EA Hockey '94, Lethal Enforcers, Brett Hull Hockey, Sky Blazer, Side Pocket, ClayFighter, Legends of the Ring

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March '94 Issue



Just what does the country's best *Super Street Fighter II* player look like? Turn to page 16 and find out...

SNES FORCE

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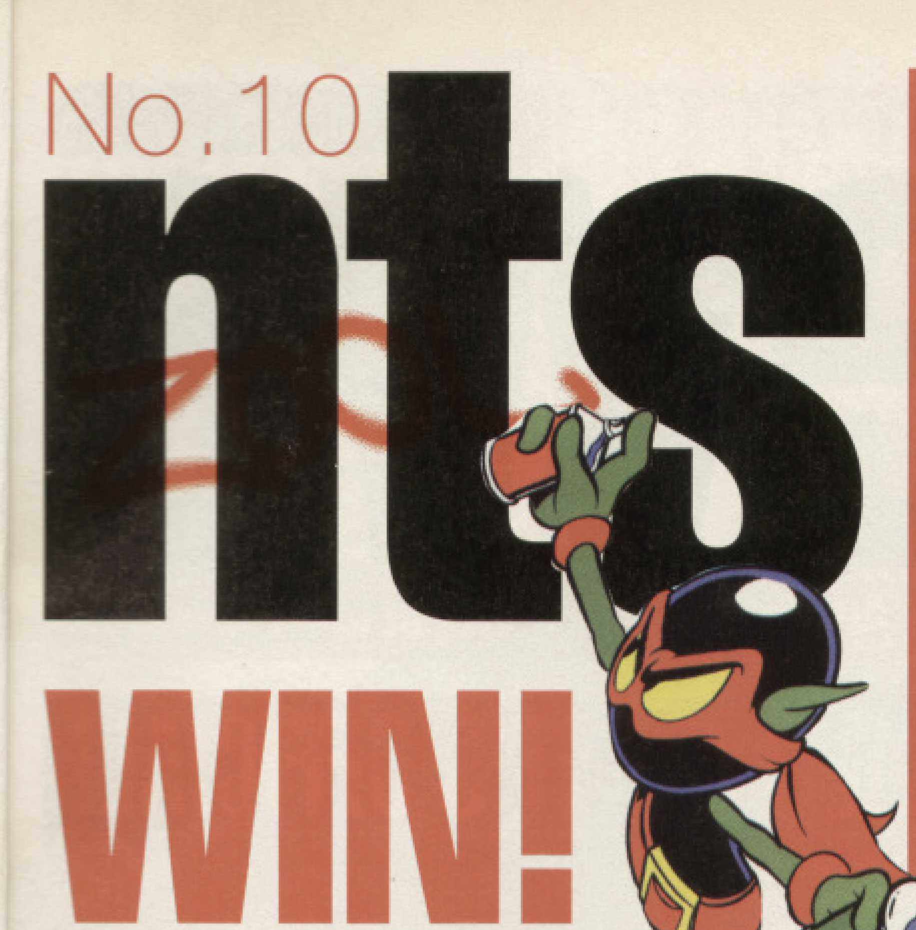
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No.10

...nts





COVER EXCLUSIVE

WIN!

A brand new SNES plus loads more carts and prizes in the great Zool giveaway. Page 37 is where the action's at.

JOIN THE JAM SESSION!

The most-played arcade game ever comes to the home in an awesome high-flying, gravity-defying slam dunkfest. The Jam session starts on page 22 and you're invited...

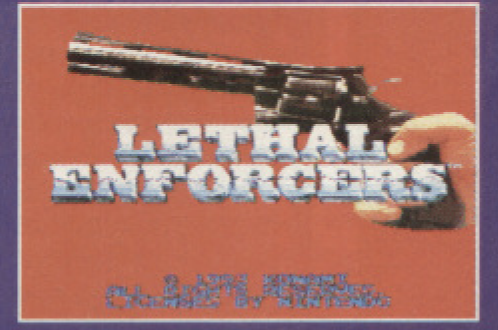
Reviewed inside this issue...

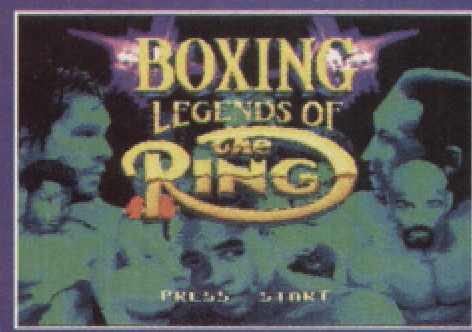
Reviews start on page 21

When it comes to Super Nintendo reviews there's only one magazine you can trust. SNES FORCE plays every game, each day, for 30 days, recording valuable comments and notes before writing a single word. That's why you can rest assured, if there's one thing in this world you can trust, it's us.

You don't have to believe us, or the tens of thousands of avid readers for that matter, simply turn to page 21 and judge for yourself.

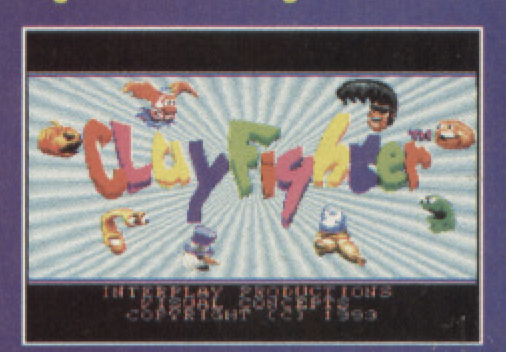




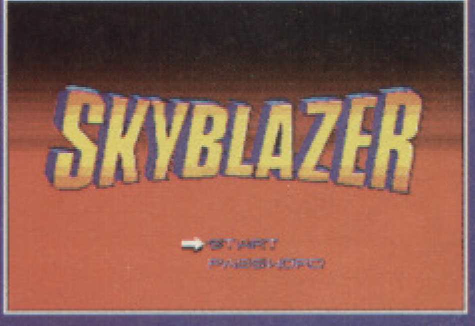








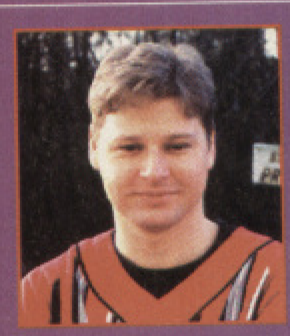




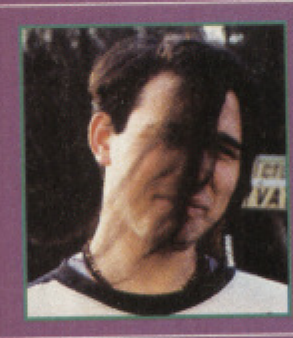
BRETT HULL HOCKEY

welcome to SNES FORCE

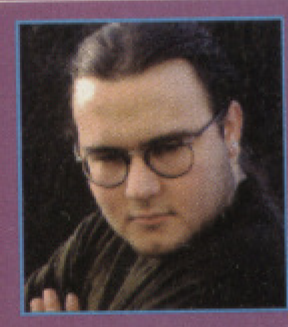
Europe's most dedicated SNES magazine. It's been a lean month for games, here are our faves...



Chris Rice
Editor
Fave game:
NBA Jam
I want...
Some sleep



Charlie Chubb
Sen.Designer
Fave game:
Leg. of Ring
I want...
to be a slug



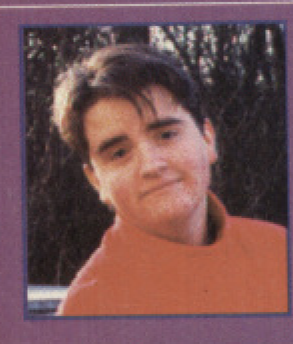
Jon Bruford
Sub-editor
Fave game:
Zool
I want...
a day off



Will Evans
Reviewer
Fave game:
ClayFighter
I want...
a good kickin'



Chris Hayward
Reviewer
Fave game:
Leg. of Ring
I want...
Too much!



Simon Hill
Reviewer
Fave game:
NBA Jam
I want...
My RS Turbo!

The News

March '94

Around the SNES world in 31 days...

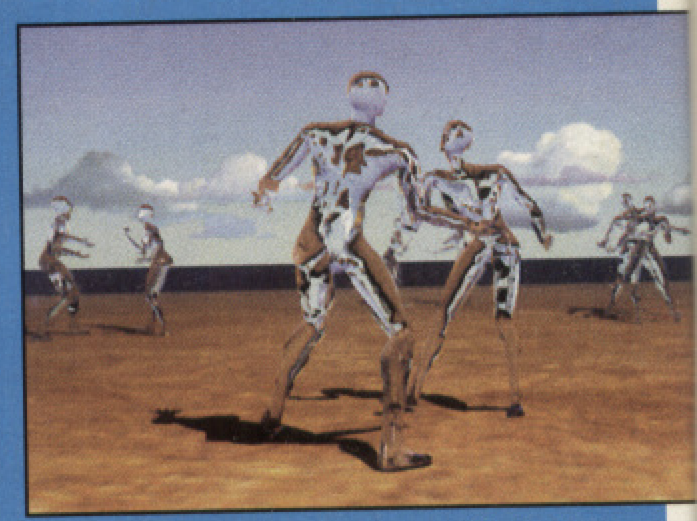
PROJECT REALITY — IT'S OFFICIAL!

Nintendo have officially announced their 64-bit wonder machine Project Reality is under development after months of speculation from the press and consequent denials from Nintendo that no such system had been planned. The announcement was made at the recent Consumer Electronics Show in Las Vegas and since then a number of associated details have been released.

Project Reality will see the video game expertise (and fat wallet) of Nintendo coupled with the technical wizardry of Silicone Graphics (SGI). Silicone Graphics computers have been involved in an immense amount of projects from the title introductions on the BBC news, through to scientific engineering software, British Aerospace research and even the visual effects seen in movie blockbusters as *Terminator 2* and the biggest film of all time *Jurassic Park*.

The companies plan to develop a three-dimensional, interactive machine allowing players to step inside real-time 3-D worlds. The first glimpse gamesplayers will have of the graphical abilities of the machine will be the end of this year when the product appears in arcades across the country.

The home version (with accompanying head visor) is scheduled for release in 1995 and already a US price has been targeted for under $250 (around £170).



We know SGI can produce great graphics but can similar results be achieved on a sub-£200 console?

The full technical ingredients of Project Reality have yet to be released but at the centre of the machine will be a version of the MIPS Multimedia Engine, a chip-set consisting of a 64-bit MIPS RISC micro-processor, a graphics co-processor chip and Application Specific Integrated Circuits (ASICs) which provide the specialised audio, video and graphics capabilities. Confused? Well basically that technical garb means we can expect one amazing machine which will kick the chips out of every other console on the market come '95, and that's official.



Using SGI's 3D capabilities coupled with Nintendo's game awareness, Project Reality is potentially mind blowing.

After the fiasco of the 3DO launch, Nintendo are (sensibly) insisting there will be strong initial software support for Project Reality, quoting 12 games to be available at the time of the console's release (one of which is likely to be a Mario title). Nintendo are yet to confirm whether the machine will be cart or CD based (though the odds favour cartridges). One thing the big N have made clear is they will continue their policy of clean, low violence, family games through the Project Reality era — much to the disappointment of a lot of gamesplayers.

For more news on this incredible technology, look to our mind-blowing Silicon Graphics feature next issue.

PAWS FOR THOUGHT

Eek The Cat. **A new SNES game. From Ocean. Six Levels. A current US cartoon star. Apparently. Crazy gameplay. Quality graphics. Brain-twisting puzzles. In fact this cat looks like one funky puss! *It's a wonderful Nine Lives* is Eek's debut onto the video games scene and promises more than just your average platformer. He certainly has the makings of cartoon/game star but we'll see just how good when we let the cat out of the bag next issue.**



SUPER METROID GETS 24-MEG GO AHEAD

CES '94

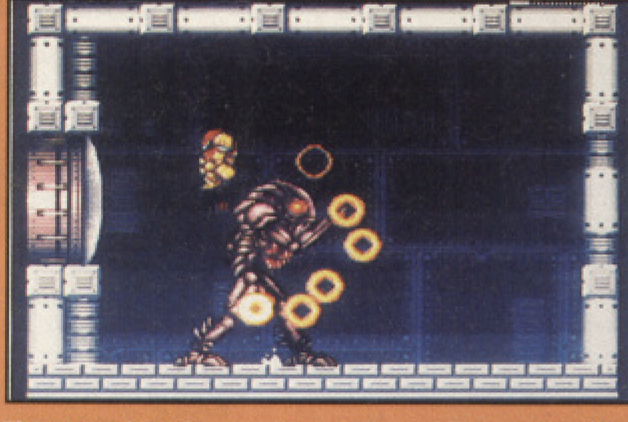
Displayed for the first time for public consumption at the CES show was Nintendo's flag-game (along with *Stunt Race FX*), *Super Metroid*. It's the sequel to the two highly successful NES games *Metroid* and *Metroid II* but actually appears to be more of an improvement, using the 16-bit SNES to the full.

It stars the galaxy's favourite heroine, Samus Aran, battling the evil Metroids in the continuing saga of the Galactic Federation Space Colony — all sounds rather dramatic!

A 24-meg platform shoot-'em-up, *Super Metroid* features intensely detailed backgrounds and fine-tuned graphics to make the head spin and the mind boggle. One-player only, with large sprites, crisp, clear graphics, advanced sound effects and increased memory capacities, the game certainly *sounds* like a certified stunner. Available in April in the States, you can be sure that when it appears over here in August, SNES FORCE will be at the front of the queue to give you the lowdown on a potential scorcher. Until then, get a load of these screenshots...



Not content with a simple port of the NES game, this huge 24-meg version has been completely redrawn.

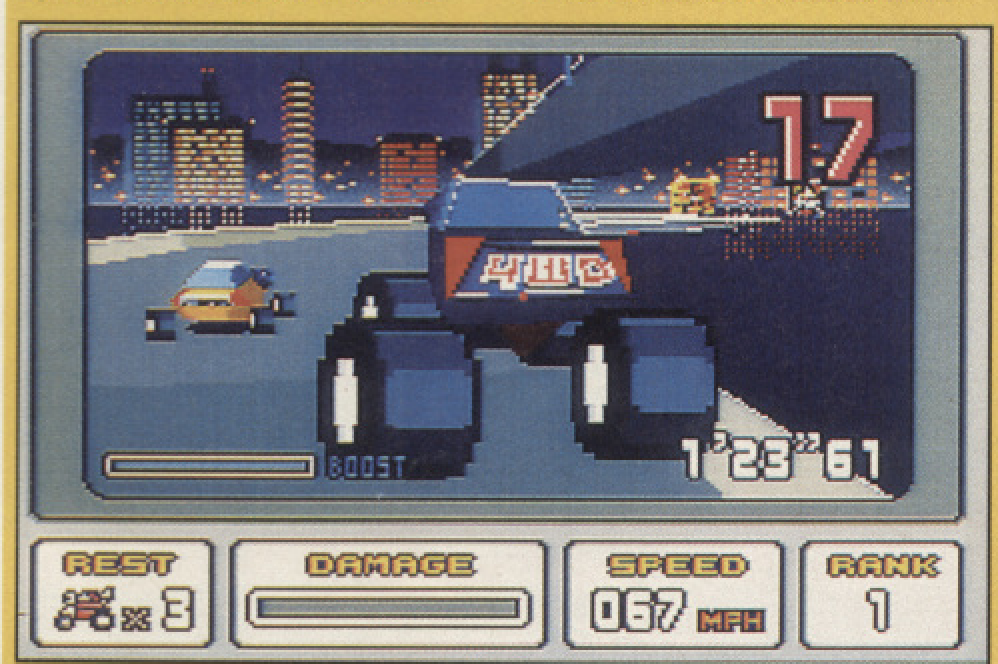


The sequel to the smash NES games, *Super Metroid* is all set to take the 16-bit world by storm.

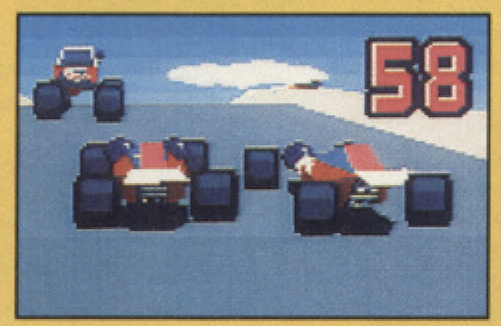
NINTENDO'S SUPER FX RACER STEALS THE SHOW!



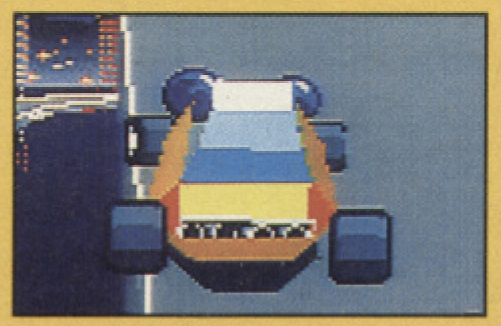
Following *Starwing*, the latest game to feature the innovative Super FX chip is *FX Trax*, at least so we thought. Nintendo have now changed the title to *Stunt Race FX* and this could change once again upon its UK release in similar vein to the *Starfox/Starwing* saga. But what's in a name apart from a few letters? We're just glad the 3D driving game is shaping up to look a real stunner as shown by these pictures taken at the recent CES. It's the first two-player Super FX game, with three different cars to choose from and it plays like a dream. If *Stunt Race FX* is anything to go by, the chip has a long, healthy life ahead of it — it looks set to be one of (if not *the* game) the games of the year. Shortly after *Stunt Race FX*, the clever chip will be appearing in *Citadel*, an amazing shoot-'em-up experience that's going to leave every other game in the dark ages. The reason for this is that the chip itself has been improved. Now dubbed the Super FX 2, it runs over 30% faster than the original microscopic miracle worker. Appropriately, the chip is appearing in the forthcoming *Starwing 2*, which features two-player split-screen shooting action and more than just one craft to pilot. There's more on these potential messiahs next month.



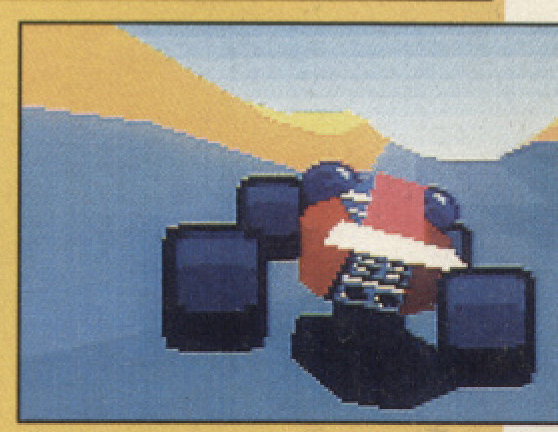
Look out *Virtua Racing*, *Stunt Race FX* is coming to get ya! If it plays like *Mario Kart* and looks like *StarWing*, UK SNES owners have plenty to look forward to.



The new Super FX chip makes polygon shifting a piece of cake.



For extra variety there are three different vehicles to choose from.

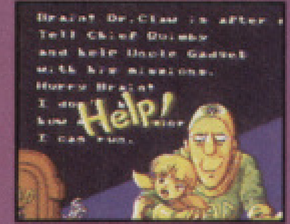


Check out these graphics. Believe us it plays as fast as it looks!

UP FRONT

Are you just dying to know if and when a certain game is going to be released? A quick scan over our UP FRONT section should quell your concerns while offering an instant insight into upcoming games. Please note the release dates are subject to change because it's just such a wild and crazy industry.


NINJA WARRIORS

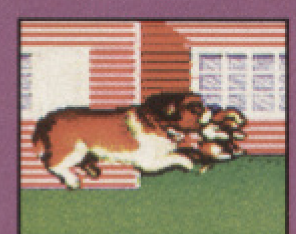


INSP. GADGET


I.O.T.B



PIRATES OF DW


BEETHOVEN


STUNT RACE FX

Winter Olympics	March
Brett Hull	March
Impossible Mission	March
Tournament Fighters	March
Humans	March
Pinball Dreams	March
Pink Panther	March
Beastball	March
Young Merlin	March
Muham. Ali Boxing	March
Ferrari F1 Challenge	March
Lethal Enforcers	March
NBA Jam	April
Bugs Bunny	April
Speedy Gonzales	April
Space Ace	April
Empire Soccer	April
Pirates Of Dark Water	April
Dungeon Master	April
Mega Man X	April
Legends Of The Ring	April
Actraiser 2	Spring
Dragon	Spring
Star Trek	Spring
Lost Vikings 2	Spring
Beethoven's 2nd	Spring
NHL Stanley Cup	Spring
Stunt Race FX	Spring
Kung Fu	Spring
Inspector Gadget	Spring
R-Type III	Spring
Super Turrican 2	Spring
Eye Of The Beholder	Spring
World Cup Striker	June
Chester Cheetah 2	Winter
Wizard Of Oz	Winter
Power Slide	Winter
Mr Tough	Winter
Peaky Blinder	Winter
Jungle Book	Winter

BUGS BUNNY IN RABBIT RAMPAGE

Producer *Sunsoft*
Status *Official UK release*
Available *March/April*





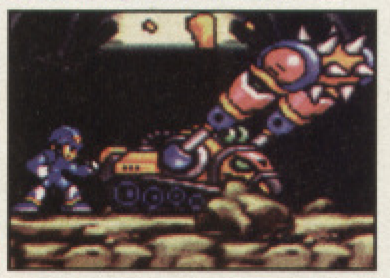
Bugs goes on the rampage in his latest adventure.

'What's up Doc?'
'You've only got two hours to live'.
Now wouldn't that be a great scene in a cartoon? Bugs swans into the surgery acting all smarmy and chewing vegetables only to be carried out in a body bag. That would teach the critter a lesson. As it is, anyone who dislikes the cotton-tailed character won't be pleased to know *Bugs Bunny — Rabbit Rampage* is to be released in March/April. Co-starring the looney 'toon Daffy, Bugs must outsmart hunting hounds, giant bulls and other cartoon-inspired foes. He can kick, lob comedy pies, and pull the odd funny face or two. With cameo appearances by favourite Warner Brothers cartoon stars *Bugs Bunny* will hopefully pick up where *Daffy Duck* fell down. Cartoon looks are nice but lets just hope there's a bit more gameplay this time.

MEGA MAN PULLS

The mighty Capcom platform game featuring Nintendo's second hero (Alfred Chicken being the first) was pulled moments before going on sale in Japan. Our man in Japan reveals that every single *Mega Man X* cart had to be snatched away from eager gamesplayer's mitts due to an unforeseen bug in the program. The game features a new improved Mega Man, masses of impressive guardian sprites and vast levels to explore. As we go to press, word has just come in the problems have been sorted out and import copies should be availible by the time you read this. Us Brits can look forward to the official UK release later this year.

Japan SNESers are not only keen on playing the platform game but are performing backflips at the thought of *Mega Man Soccer*, a footy game featuring the rugged 'bots booting the bolts out of a ball — one to certainly watch out for.



Mega Man X: soon to be a soccer star.

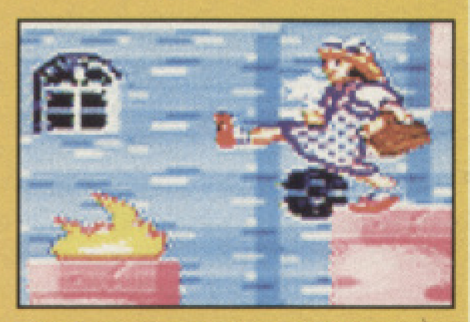
THE WIZARD OF OZ

Producer Seta
Status *US Import*
Available *April*

We're off to see the wizard! That's right, Seta are making sure we'll never be too far away from those yellow bricks, Munchkins and ruby slippers with their latest movie licence, the classic *The Wizard Of Oz.* Join Dorothy, The Scarecrow, The Tin Man and The Cowardly Lion on their quest to reach Emerlad city. Set over four huge and colourful countries of Oz including burning deserts and the sparking jewels of The Emerald City, the action is predominantly platform based. To add that extra twist to the adventure a host of mind-warping puzzles are included along with a mass of munchkin mazes. Add over 31levels. a choice of all four characters and 13 soundtracks and it all adds up to a whole load of fun.



'We're off to see the Wizard.' Sing a long with the classic film soundtrack.



Hang on a sec, this isn't Kansas? And this isn't my dress!



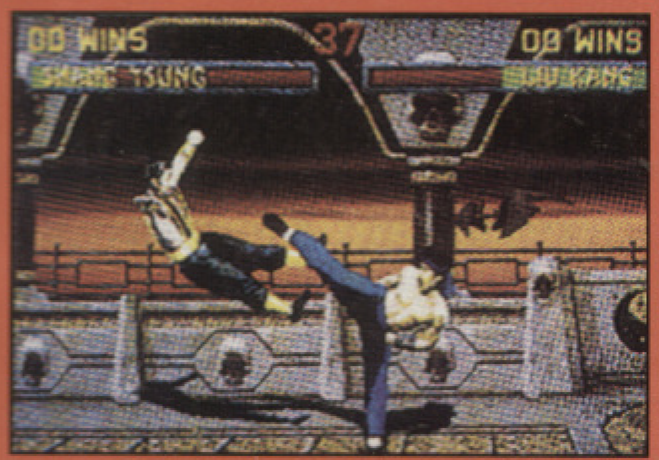
Get clicking those ruby slippers and follow the yellow brick road as Dorothy and pals team up for a cutesie platform adventure.

SUPER SFII AND MK2 CONVERSIONS

CES '94 **You've marveled at *Super Street Fighter II* in the arcades, gone ga-ga over our *SSFII* issue and would kill to get the machine in your own house. Well, the news of this year and possibly of the century reached us and condemn a dog were we thrilled? Nah, we weren't thrilled — we were ecstatic! Though they're trying to keep a tight lid on it, news reached us that Capcom of Japan are already working on the SNES conversion of *Super Street Fighter II* with a predicted Japanese release date of July this year! In that case British gamers could expect UK copies this coming summer! So calm your nerves, a conversion is happening, no more hoping that Capcom decide to develop SNES versions, they are — in fact they've been working on it for months. Rumoured to be a staggering 32-meg cart (*Turbo*'s 20-meg seems small by comparison), this beast of a cart is going to sell more than the hottest cake you can think of. But that's not the only mega conversion being primed for Nintendo's machines. Sculptured Software, the team behind the original *Mortal Kombat* have the rights for the hit sequel that's waving its mighty arm in the arcades — the blood-laden *Mortal Kombat 2*! Not an ounce of info has been leaked (well, maybe just a little) as to the size of the cart but it's a sure-fire bet all the arcade characters will be included. Unfortunately, it's very doubtful the blood, gore or the outrageous fatalities will get past Nintendo's family protection team alive. Their policy for clean games took the bite out of the original beat-'em-up where the end moves were limp, toned down versions of the arcade's viscera fiesta. Next month, we go to *MK2's* programmers, Probe, and find out just how things are shaping up.**



Word has it Capcom will have a SNES version of *Super Street Fighter II* ready for the summer.



MK2: all new characters and graphics plus a host of gory death moves. But will we ever get to see them?



Don't fancy yours much! Chun Li and Cammy fight it out for Miss Saggy Leotard Of The Year.

RAINBOW BELL ADVENTURE

Producer *Konami*
Available *March*
Status *Official UK release*

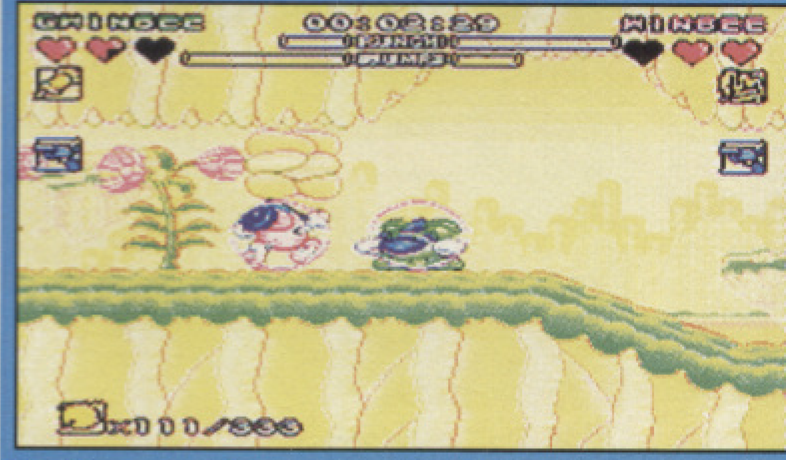
They're back for some more! The cutest Japanese stars since the last cutest Japanese stars — Twinbee, Winbee and their new friend Gwinbee, three adorable robots in an adorable new game. Last seen in the fantastic fantasy shooter *Pop 'N Twinbee*, the colourful crew find themselves in a different surrounding — a platform game of all things!

Seven bells known as the Rainbow Bells twinkle in the sky (bet you never knew that). Their harmonious rings will one day bring peace to the universe but until that day they must remain aloft in the heavens. That is until *this* very day. Dr. Warmon (evil scientist, kleptomaniac and all-round nasty character) decides to steal them and brew up all kinds of trouble. From out of nowhere (except the lavish mind of some Japanese artist) arrive Twin, Win and Gwin who jump at the chance of visiting 28 hectic levels of treacherous (yet colourful) Warmon territory to retrieve the bells.

The instant appeal for lovers of platform games is the two-player simultaneous play so you can leap chasms, mash baddies and propel your tin bodies around with a partner. And if you come to some unsettlements during play, the battle option pitches you and a friend against each other in a great head-to-head. Not a boring *Street Fighter* stage but a split screen war where you track each other down across a large maze landscape before smacking seven bells outta them. Pop in next issue for a beeutiful review.



Look out Mario, Twin, Win and Gwin are in town and they mean business.



This time around Konami's top stars Twinbee, Winbee and Gwinbee swap their ships for trainers and some platform action.

HARDWEAR

A computer news item in a SNES mag! Okay so it's a little out of place but we just had to let you know about a fantastic range of Imageworks T-shirts available for ardent computer boffins. The delectable newly-designed batch of Tee and sweat-shirts carry jargon related laffs as 'Caution I Byte', 'Insufficient Memory At This Time' and the hilarious rib-tickler 'I Write Code'. So if you want to look 'trendy' this spring, why not slip into some PC Wear and impress everyone with your fine choice in garments? Lets hope they bring out a range of shirts for console users. They could have witty slogans like 'I plug cartridges into a console', the chortlesome 'I own some games' and the dinner party classic 'I play *Mario Kart*' — cor!

HARD TO BEAT

Takara, the company behind *Art Of Fighting* is to convert the brilliant *Samurai Showdown*. This amazing arcade beat-'em-up is jam packed with special moves to mess up the face of your opponent. Causing mouths to fall suddenly to arcade floors, *Samurai Showdown* is going to be very hard to beat as a one-on-one beat-'em-up. Takara is also converting the equally popular *Fatal Fury Special*, a stunning arcade that's a vast improvement over the earlier *Fatal Fury* efforts that suffered from slow responses and basic boring gameplay.



REPTILE RAMPAGE

Take four toads, two martial artists, a feast of scrolling backgrounds and a heavy metal soundtrack that'll make your ears ring for weeks and your parents run for cover. Put 'em all together and you've got Tradewest's *Battletoads/Double Dragon*, a humourous beat-'em-up where you can play either man or amphibian in a bid to save your flesh from getting trounced. Not only do you get to punch out enemies in true reptilian fashion but you also get to blast rocks *Asteroids* style, ride speeder bikes and joke around with sticks of dynamite. All in all it sounds like a bizarre mixture for a game but one that should keep the mouth a smilin' if nothing else. Join us for a preview next issue.

EA STICK IT TO US!

The moment all hockey fans have been waiting for is here as Electronic Arts unveil the latest addition to their acclaimed sports range, *EA Hockey '94*. Featuring improved graphics and gameplay, real NHL teams and manual goalkeepers, if the SNES version can live up to its MD counterpart this could be *the* sports sim to beat all others.

There's good news for soccer fans too. Inside sources at EA have confirmed rumours that there is to be a SNES conversion of the MD christmas smash, *FIFA International Soccer*. Expect a faithful fancy moves and sensational overhead bicycle kicks. Although no release date has been officially announced, you can bet a whole lot of hype and excitement will surround it when it hits the streets. *Sensible Soccer* had better watch out. Keep in mind the picture shown is of the inferior Mega Drive version.



EA Hockey '94: the king of the rink just got better.



EA dismiss the sensible approach and plan SNES FIFA.

STOP PRESS! STOP PRESS! STOP PRESS! STOP PRESS! STOP PRESS! STOP PRESS! STOP PRESS! STOP PRESS! STOP PRESS!

News just in from America confirms that Konami are working on *Castlevania V*. Trekkies will be delighted to hear *Star Trek the Next Generation* is nearing completion — full preview next issue. Keep a hand out for *Addams Family Values* a platformer set over 14 levels a can of spinach out for *Popeye* and a lycra leotard out for *WCW Superbrawl Wrestling*!

Charts

UK CHART

1.	—	Super Mario All-Stars
2.	—	Street Fighter II Turbo
3.	▲	Jurassic Park
4.	NE	Nigel Mansell
5.	▲	Aladdin
6.	▼	Mortal Kombat
7.	▼	Striker
8.	NE	Super Bomberman
9.	—	Super Mario Kart
10.	NE	Zombies

US CHART

1.	NE	Tecmo Super Bowl
2.	NE	Madden NFL '94
3.	NE	Super Empire Strikes Back
4.	NE	NHL Hockey '94
5.	NE	NBA Showdown
6.	NE	Aladdin
7.	▼	Secret of Mana
8.	▼	Mortal Kombat
9.	NE	Jurassic Park
10.	▼	Street Fighter II Turbo

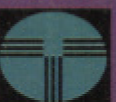
JAPANESE SFC CHART

1.	NE	Fatal Fury 2
2.	NE	Gaia Fantasy
3.	NE	Pachislot
4.	NE	Tecmo Super Bowl
5.	NE	Toruneko's Big Adventure
6.	NE	Battle Master
7.	NE	Aladdin
8.	NE	Y's IV – Mask of the Sun
9.	NE	Aretha
10.	NE	Pachislot Love Story

SUPER™ TURRICAN

It's here......

The classic shoot em up of all time. Now brought to you for your SNES. Discover the Labyrinth of secret levels and passages. Be prepared to be amazed by the sheer size of this game.



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The Expanding World Of Play

The Official Electrocoin Arcade Section

Want to know what's hot in the arcades? Want to find out about the games destined for the SNES in the next 12 months? SNES FORCE teams up with arcade giants Electrocoin to give you just that...



The Electrocoin arcade where hard core games fans get to test all the latest coin-ops and amusements.

It's Saturday afternoon. The rain is pouring as you leap off the bus like an Olympic athlete sending splashes of water flying over the old bags in the bus queue. They shout choruses of abuse, you turn round long enough to smile graciously and then you're gone. Flying down the high street you weave in and out of pensioners and hurdle prams, stopping only to boot a Filet-o-Fish carton into the top corner of a gaping waste bin. 'Oh yeah it's gonna be a good day!' And then you see it. The lights guiding you to the sacred temple. And then you hear it. The solid chink of tokens spewing onto shiny trays. The vibes take over and you start to tremble in anticipation. This is it. 'It's gonna be a really good day!'

You all know the feeling. There's nothing quite like a day at the arcade. And with so many coin-op games making their way onto the SNES these days (*Super SFII* this summer, *Lethal Enforcers* and *Art of Fighting* to name but three), we've teamed up with amusement giants Electrocoin to bring you a monthly round up of the hottest games around. Not only that but we're also giving you a sneak peek at what to expect on your SNES later in the year.

The solid chink of shiny tokens on silver trays. There's nothing quite like a day at the arcade.



The crowning glory of any decent arcade — the *Super SFII* 8-player set up complete with Q-Sound.

To coin a phrase

But why Electrocoin? Well, in the amusement industry one company above all others has been busily expanding the field of play. When it comes to arcade machines they're the tops. The quality of their cabinets — whether it's a 28" two-player sit down for *Street Fighter II*, a fibreglass cockpit for your favourite racer, or a gun-mounted blaster to keep even the most fanatical shooter happy — has earned them the respect of the amusement industry helping coin their company slogan 'Machines Made To Last.'

Not only that but they handle the best games and the biggest companies. Names like Capcom (*Super SFII*), Konami (*Run and Gun, Racing Force*), SNK (*Samurai Showdown, Fatal Fury Special, World Heroes 2*) Irem (*Hook, Major Title Golf*), Data East (*Dragon Gun*, plus all-action pinball like *Last Action Hero, Jurassic Park* and *Tales from the Crypt*), Taito (*Ground FX, Super Chase HQ*) and Jaleco (*Best Bout Boxing*).

With a pedigree like this, and with virtually all their titles being scheduled for SNES release, we've agreed to combine our talents to give you the ultimate insight into the arcade world.

IN THE HOT SEAT

While Sega has dominated the racing scene for ages, Konami are back in the driving seat with *Racing Force*...



Grab three mates and clamber into the cockpit for all the thrills of the racetrack.



Watch out for the bends. Cornering hairpins is every bit as hair raising as the real thing!



'Whaddya mean pull over?' 'Eyyeuck! I don't remember you having carrotts for lunch!'

Over the coming months we'll be bringing you inside reports on all the last coin-op developments plus a guide to what's hot and what's not in your local arcade. What better way to start the Electrocoin coin-op series than by taking a crew of playtesters down to their very own arcade, The Leisure Casino Centre, on Tottenham Court Rd, to check out the latest releases.

Arcade antics

Walk straight in and you're confronted by a majestic quartet of *Super Street Fighter II* machines blaring out the challenge in spectacular Q-sound. Four new characters to master, a host of special moves and spectacular combinations to conquer — there's an afternoon's play here alone. Although Capcom have not set a date for the SNES conversion, reliable inside sources state June '94 as the expected date — expect a hefty price tag though!

Opposite this a mass of bodies bunch around Konami's seated four-player simultaneous racer *Racing Force*. Combining 3D Group C action, as opposed to traditional F1, with *Virtua Racing* style gameplay, this thrilling driving game was taking the crowds by storm. Rather than develop the game in the style of *Virtua*, Konami have taken a different approach and it appears to be paying off. The steering is a little light to begin with but give yourself a lap to settle and you're hurtling your mean machine into the bends and slamming the other competitors off the track with consummate ease. Stick three mates alongside and you've a cracking contest that'll bring out the Nigel Mansell in anyone.

A group of young lads are yelling around two joined machines. Guys were waiting up to an hour to play.

In a desolate corner of the corner of the arcade a lone player slams Sega's *Virtua Fighting* in annoyance. The crew look at each other, then at *Super SFII*. 'Thank God we haven't got Mega Drives!' says one and we all burst out laughing. Childish really *but fun!*

It always seems the real action for serious gameplayers is downstairs and The Leisure Casino Centre is no different. Awaiting your attention are two great columns of pinball machines. All the hottest titles are here. We stop for a quick multi-player *LAH* and end up spending three-quarters of an hour. When it comes to pinball soundtracks this wins hands down. With AC/DC, Megadeth and Queensrÿche still ringing in our ears we move onto the Neo section.

It's recently been announced Takara (the team behind the *Art of Fighting* SNES conversion) are working on ports of *Samurai Showdown* and *Fatal Fury Special* so a quick reminder of these was in order. *Showdown* never ceases to amaze me. Maybe it's that great digitised Japanese speech or the anarchic soundtrack, whatever it is I can't put my finger on it but I love it! For those unfamiliar with SNK's beat-'em-up that's topped arcade charts all around the world, it's a one-on-one *Art of Fighting* style fighter with rucks of great special moves, huge sprites, fantastically detailed backdrops, fearsome characters to choose from and a viewpoint that zooms in and out depending on the action. It all adds up to a whole load of action



Good news for beat-'em-up fans. Takara is busy on a SNES conversion of *Samurai Showdown.*

but it's definitely not one for the faint hearted.

On the other side of the room past the masses of video games a group of young lads are screaming and yelling around two-joined machines. 'Go on Man. Dunk it. Go for the Alley Oop. Awesome move!'

Surely, it had to be. This is the game we'd been looking for ever since we'd arrived and now we'd found it — Konami's *Run and Gun.* People were waiting up to an hour to get a game. Luckily, being from SNES FORCE we got preferential treatment and our own private machine. Man, what an experience. Although it's Konami's first dedicated basketball game it certainly doesn't show. One look at the incredible digitised graphics, gigantic sprites and awesome array of moves and it's easy to see why *Run and Gun* was subject to advance European orders of over $1.5 million.

Viewed from behind a transparent backboard in full 3D, it has all the razzamatazz and glitzy showmanship that makes basketball so popular in the USA. Although not an official NBA licence all the teams from the NBA are here (for example the Chicago Bulls are simply called Chicago). Controls are simple pass, shoot and block and button combinations execute stunning plays such as Alley Oops where one player launches the ball toward the basket and his teammate soars above the rim to jam it home. There's even a great replay feature allowing you to review spectacular dunks. If that isn't enough, two machines can be linked up for a breathtaking four-player option



People were queing up to an hour for a game of Konami's *Run and Gun* — and it's worth it!

If you haven't played it yet you're missing out big time and with Konami's great track record for converting their coin-ops to SNES (*Lethal Enforcers, Turtles, Sunset Riders*) there's every chance we might see a home version before the end of the year.

So, as you can see it's going to be a great year for Super Nintendo owners. There are some great arcade games out there and you can be sure over the coming months SNES FORCE and Electrocoin will be keeping you posted on all the latest news and developments. In the meantime, give the SNES a little rest and head down to the local arcade, find yourself an Electrocoin machine and get lucky! ■

Kind thanks go to John Sturgides, Nigel Booth and the Management and staff of Electrocoin's amusement arcade, The Leisure Centre Casino, (next to Goodge St. station) London. For more information on Electrocoin please write to 181 Park Avenue, London NW10 7XH. Tel 081 965 2055. Fax 081 965 88243.



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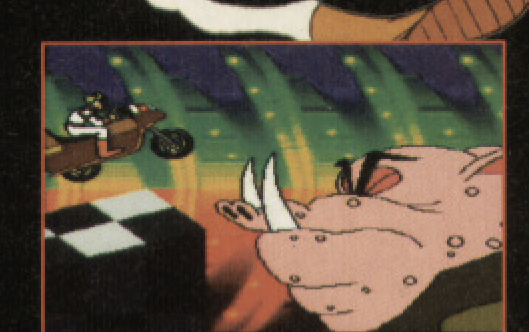


"OOZES ATMOSPHERE AND LOTS OF BLOOD"
Chris Buxton-
TOTAL MAGAZINE-
Jan 94

SPACE ACE™

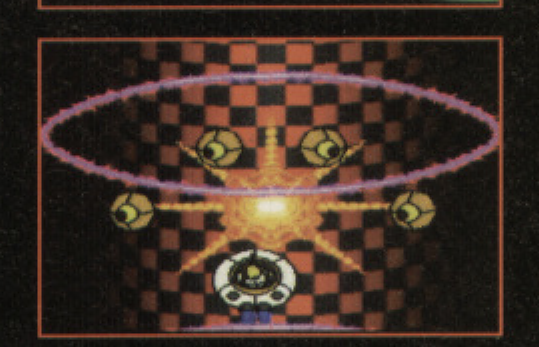
At last!
The classic arcade coin-op smash hit arrives on the SNES

Guide Ace through treacherous battles to destroy the Infanto Ray, save Earth and rescue Kimmy!



- Over 50 animations from the coin-op original.
- Each level to complete in at least 2 different ways.
- Extra power-ups, lives, weapons, speed.
- 14 levels each with unique gameplay.
- Fly a spaceship through the deadly Power Tube.
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The Challenge

Rumble *in* The Jungle

When we first came up with the idea of a *Super SFII* competition to find the country's best player, we never realised just what we were starting. What began as 'a bit of a laugh' quickly escalated into the most serious tournament we'd ever held. Entries began flooding in by the sackload as soon as the issue hit the streets. When the number of responses reached four figures after just a week on sale we knew something *big* was going on.

Out of this quagmire of entries we had to pluck a mere five for the right to battle for the trophy and the all-important title of *Super Street Fighter II* Champion. The lucky fighters were picked and called, a date was set (Friday 14th January) and everything seemed to be going smoothly. Then disaster struck. Lewis Knowles had to pull out due to a freak bout of miserable teacheritis. Still we'd come this far, the show must go on.

On match day the crowds flooded into the SNES FORCE office to check out the challengers. Everyone had their own tip for the crown but the early warm up only seemed to confirm this was going to be a real close fight. Us SNES FORCErs looked on and tried our best to intimidate and psyche out the challengers. Only one of us could enter the tournament and we put forward Chrissy H as Fei Long. We'd seen the others all preferred Ken and banked on Chris' new (and very cheesy) tactics catching them by surprise. But self-proclaimed saviour Simon would have none of it.

THE PRE-MATCH BETTING

Simon	Evens
Brian	Evens
Usman	3-1
Himasou	4-1
Jamie	6-1
Zahid	10-1

He moaned and whined about him being the maestro and that his four-hit flaming dragon combo was unbeatable and in the end we gave in. Big mistake!

The brawl in the hall

As the clock struck two there was no sign of our challenger Martin Earl from Essex — no doubt stuck on the M25 — but this was no time for compassion. Especially with a title at stake. We drafted in Brian's mate, Jamie Capon and set about the draw. Contestants were split into two leagues of three with the winners of each going into a best of five final.

He shrugged his shoulders coolly and proclaimed 'He's crap! I mean he's a joke. I beat him easy!

The unknown Jamie was drawn in group B with our own champ and Himasou, while the hotly tipped Brian faced the might of our two Mancunian challengers Usman and Zahid. As the Group B set gave pre-match interviews and posed for photos, the Group A lads got down to action.


'Yeah! I can take him easy.' Himasou and Brian do some snooping while Usman sneaks a bit of practice.

With sound cranked on max and the cries of 'Hadoken' echoing around the hall the fighting began. Brian stepped up to the plate, to the less favoured player-two position, took one look at Zahid, nonchalantly threw off his shirt, selected Ken's turquoise robes and with a literally stunning four-hit combo sealed the first round. Zahid looked a little shaken but was stirred into action after a cheesy missed Dragon Punch into a throw combo left him struggling. Summoning all his powers he bombarded Brian with fireballs and attacked relentlessly with strong kick, strong sweep combos only to be thwarted by perfect blocking. As the timer ticked down to three seconds left he made one last desperate attempt and stuck his chin square onto Brian's flaming Dragon. The crowd were silenced, Simon went a shade paler and all those with cash on Brian to win rubbed their hands with glee.

Showdown in market town

From then on the afternoon became a frenzy of flying fists and dented egos. Perhaps a little surprisingly, everyone chose Ken but while this hindered variety it certainly made it a close contest.


'Flippin 'eck mate are you wearing Hai Karate?' says Brian (front) 'You're taking this Ryu thing a bit too far!'

Feeling supremely confident, Brian took on Usman representing Manchester. In the pre-match interview he said the key to winning was to trap the opponent with fireballs then Dragon Punch if they tried to leap over the top. He'd also told us to look out for his trademark five-hit flying kick Dragon. We did but it never appeared. Usman took the first round with a strong kick, strong punch into fireball combo and though Brian took the second, Usman finished him off with a great display of tactical fighting. All that remained now was for Zahid to beat Usman and we'd have a three-way tie on our hands. That he promptly did and the atmosphere rose to fever pitch as Group A had to replay their matches.

Time out was taken to wipe the sweat dripping from the joysticks. The fighters could hardly bear to look at each other. After months of training and an afternoon of practising they couldn't be separated. It was all about who would rise to the big occasion.

Brian stepped up for his rematch with Zahid and managed to squeeze a 2-1 victory. Brian punched the air and breathed a huge sigh of relief. Only Usman stood between him and the final. The match was every bit as exciting as expected. Neither fighter dared take a risk and so it settled into a tactical fireball exchange with the occasional foray over the top for a flying kick combo. In the end it came down to counter attacks and Brian's relentless precision with the Dragon proved too much for Usman and we had our first finalist.

The punch up in the lunch hut

While Group A was a closely-fought strategic matching, Group B was much more aggressive and flamboyant. Our champ, Simon, had been playing four hours a day for the past two weeks but hadn't played for the past couple of days and there were questions over his match fitness. The quiet but calculating Himasou played off the attention by announcing his money was on Simon to win and then there was the unknown, Jamie. He'd come down from Derby to cheer Brian on and now found himself two games away from the final.

As the second leg of the tournament began Simon was nowhere to be found. While the rest of

the crown were chanting forfeit, Chris managed to find Simon on the phone getting insurance quotes for his new RS Turbo. Hardly pre-match preparation! Straight from the phone to the action, with thoughts of four monthly installments or lump sum option still whizzing through his head, Simon just couldn't get himself into fighting mode. Jamie took advantage with a four hit



Simon busily works out the cost of insuring his RS turbo while Jamie (left) does his best to look smug.

dragon combo from the start and proceeded to dish out a royal whipping to our champ. When asked what he though of Simon's playing he shrugged his shoulders coolly and proclaimed 'He's crap! I mean he's a joke. I beat him easy!' Simon was not amused.

His next match against Himasou was a much closer affair but in key situations our man just couldn't get the job done and stormed off a disgraced 0-2. With our guy out all that remained was a play-off between Jamie and Himasou for the honour of a place against Brian in the final.



Jamie and Himasou battle it out for the right to face Brian in the final. Loser has to eat the tuna sarnies!

Although giving away four years and a ridiculous haircut to his opponent, Jamie fought like a terrier. Combination after combination reigned forth from the frantically whirling joystick and although Himasou blocked tirelessly in the end he succumbed to the pressure and Jamie finished him off with his trademark Hurricane into throw.

Low blow in Ludlow

That set up a thrilling final. A local derby between two Derby boys Brian and Jamie. Both separately wanted the title and were stooping to any depths to get the psychological edge.

'If he beats me he's not getting a lift home!'



Brian (right) offers Jamie a pre-match tip: 'Listen mate if you beat me you're on the bus back to Derby!'

Brian politely pointed out. What's Jamie's weak spot we asked? 'Everything really.' came the cocky reply 'He's completely rubbish!' That was like a red rag to Jamie's eyes who was quick to counter with more personal abuse: 'Just look at him' he shouted 'He wears scratty clothes, he wears the same ones all the time, he's really boring and I'm going to absolutely destroy him!'



'Heads I smile, tails it's the big cheesy grin!'

While still pondering the meaning of the word scratty, we went to the coin toss to flip for the advantage of the Player One stick in this best of five final. The scratty one called tails and won (maybe it meant lucky?). There were no surprises in character selection, both stuck with the trusty Ken and the battle began. While the parents looked up from their sandwiches and newspapers all hell was breaking loose round the machine. The battle surged first one way then the next, neither seeming to gain the upper hand. It seemed as if they were content to play out for a timed draw when all of a sudden Brian leapt over the top of a fireball, strong punch into double-hit dragon and it was all over. First round to Brian.

Just look at him' he shouted 'He wears scratty clothes, he's boring and I'm going to absolutely destroy him!

The guys swapped places. All the pressure was on Jamie to win while Brian was on his weaker side. Again the fight developed into a fireball battle and it seemed whoever could nail the Dragon Punch most consistently and then follow with a decent combo would win. Jamie gave everything he had but Brian was wise to his tactics and eventually managed to outfox him. As the timer ticked down again, Jamie launched into a desperate flaming dragon, missed and was thrown headlong across the screen. Second game to Brian.

It seemed our Champion had been found. It was an uphill struggle from here for Jamie to pull back three in a row and though he fought valiantly in the end, the more experienced Brian was just too strong for him. Forced to attack, Brian won the final match convincingly and with it the coveted *Super SFII Champion* trophy.

It was a great day (except for Simon). Brian was sporting in victory and reeled off a speech thanking everyone from his mum and dad to the bloke at the garage who put petrol in his car. And after this brief pause and stories of 'what could have been' and 'if only', everyone got back on the machine for 'one last go.' which managed to last another couple of hours. This time round Simon succeeded in kickin' everyone's butt but it was too little to late. The champion had fallen and there was a new kid in town.

GROUP A

Zahid Khan
Brian Wharton
Usman Butt

FIXTURES

Zahid vs Brian 0-2 (1-2)
Brian vs Usman 1-2 (2-1)
Usman vs Zahid 2-1 (2-1)
3-way tie
Replay in brackets

RESULTS

Brian 4 points
Usman 2 points
Zahid 0 points

GROUP B

Simon Hill
Jamie Capon
Himasou Makwana

FIXTURES

Simon vs Jamie 0-2
Jamie vs Himasou 2-1
Himasou vs Simon 2-0

RESULTS

Jamie 4 points
Himasou 2 points
Simon 0 points

FINAL

Brian vs Jamie 3-0

FINAL RESULT

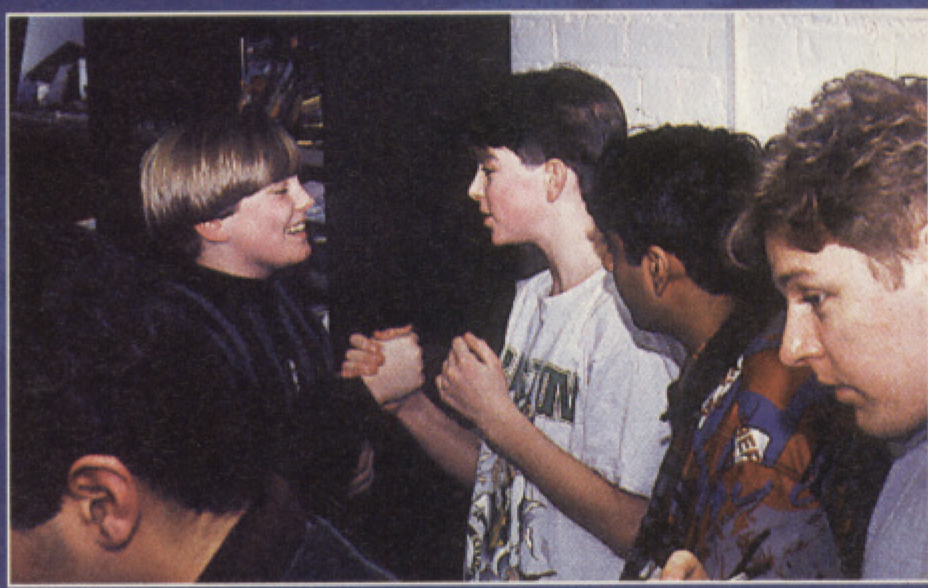
1st Brian
2nd Jamie
3rd Usman
3rd Himasou
5th Zahid
6th Simon



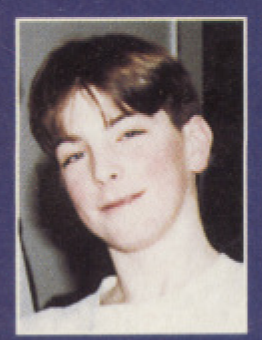
Brian looks on nervously as he waits to find out if he's made it into the final.



The final. Brian and Jamie concentrate while Christo tries to look important by talking into his shaver!



'Respect due man!' Jamie and Brian try and psyche out the others by pretending they're cool dudes. Either that or they enjoy holding hands!



After the final blow was landed and the new champion crowned king, there was only one thing left to say — REMATCH!

Yogi's Rude Awakening

WORK IN PROGRESS

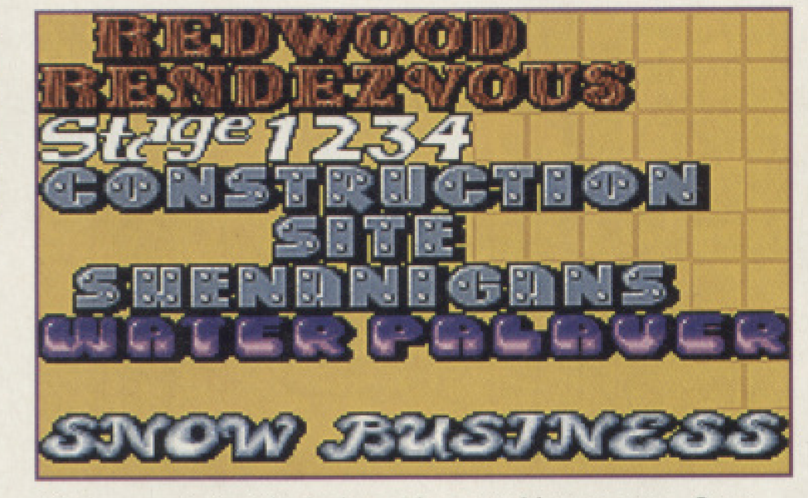

For the portrait shots of Yogi a computer artist builds up the image on a grid using a conventional paint program.

Smarter than the average mag, here's our exclusive in-depth preview of Empire's *Yogi*. After this you'll believe a bear can beaver surf...

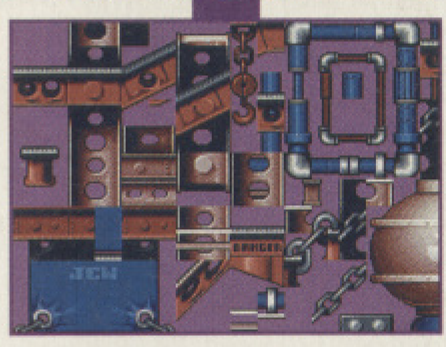
Shaking his groggy head and blinking with sleepy eyes as Cindy cajoles him from Winter slumber, Yogi Bear faces springtime in Jellystone feeling as rough as Vinny Jones after *Gladiators*. Leaving his adoring mate, Cindy Bear, and faithful sidekick (eh... Boo Boo!) he takes a bracing morning walk to clear his fuzzy head, only to discover that some dastardly fiend has begun work on a secret chemical plant deep in the woodland's heart — Ranger Smith must be told! And the poor, innocent fluffy creatures — they'll all perish in a bloodbath of toxic evil and melted fur unless rescued! No job for your average ham'n'egger bruin.

Designed by a guy that now plays in a Welsh punk band , what more credentials does *Yogi's Rude Awakening* need?!

So says Empire Software's top game designer Martin Wakeley, anyway, after sitting down with artist Leigh Christian and programmer Nick Pavis to scrutinise hours of relentless Yogi videos. Choosing levels which fully utilised Leigh's talent, with preliminary pointers from Nick, they decided on the five cartoon levels. Snow Business, Cave Capers, Redwood Rendezvous, Water Palaver (groan!) and Construction Site Shenanigans were constructed to highlight the struggle



All the game's text is designed in a graphics program. Once the letters are made is just a case of matching them together.



Rather than design a complete level in one sitting, sections are made and then copied and pasted to build the finished version.

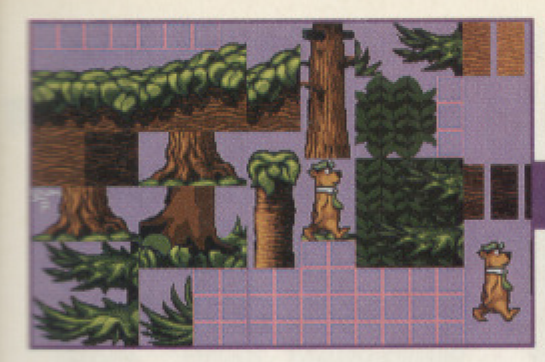
'No Boo Boo'

WILL

There's cynical, there's pessimistic and there's miserable git, but — admit it — most people won't have very high expectations for the *Yogi Bear* license. Based on previous experience you'd expect a simple arcade/platform effort supposedly 'aimed at younger players' as an excuse for being crap. Not so *Yogi's Rude Awakening*, from what we've seen it looks to be a pleasant surprise amongst ageing licenses.

Look at the screenshots and make your own mind up about the graphics, nicely shaded as they are, they animate pretty smoothly too. It's the sound effects that really capture the Hannah Barbera feel, though, with loads of samples delivered in that classic, cheesy Yankee accent distinctive of the smarter than average bear. From the first 'He-e-ere comes Yo-o-ogi!' to the burbles when he gets hit, it's all spot on. I only wish we had a version with the bonus section on, for the inevitable 'Eh, Boo-Boo!'.

One thing — *Yogi's Rude Awakening* looks set to be cool — but how do they aim to get that laughably suggestive duck/crouch move past Nintendo? We'll tell you how Empire get on in our review of *Yogi* next issue.


From these different sections game designers build a map.


The design process is a slow yet fascinating one. First outlines are drawn.


Next add shading to the trees and platforms and build up the 3D look.


Add the leafy foreground and the river and bingo, finished!

between Big Business and the pressure it exerts on the environment, plus capture Yogi's timeless, laugh-a-minute wiseacre humour.

Back to nature

Striving for a scenario that appealed to both young and old alike, backed by a platform game that was fast paced yet 'didn't rely on fiddly controls and pixel perfect precision', they laid down maps, designed, animated and placed sprites and finally threw in the icons and collectables.

The result is a cartoon adventure where Yogi must find Ranger Smith while 'rescuing' his fellow beasts by leapfrogging them (bouncing on their heads), taking care not to touch any. You see, the gallant grizzly begins his quest with three pilfered cakes for provisions, each cut into sixths. Selfless as he is, he'll give away one slice of cake to any animal he touches, obviously not realising that through some twisted trick of fate they are actually his life energy. Doh!

Yabba dabba doo!

Tempting picnic baskets abound, as do the 99 gold watches on each stage, which accumulate time on the dream sequence bonus level for Boo Boo to grab Yogi extra lives. There are five such 'Bonus Beds' hidden in the game, upon which Yogi can snatch forty winks while his old amigo strives for one of the five clocks which will stop him falling asleep again.

Created by three old school chums from Rugby (apparently), designed by one of them who now plays in a Welsh punk band (?!!), what more credentials does the *Yogi's Rude Awakening* cart need? Oh. Well read the comment, then, if you don't believe they've captured the great bear's inimitable character. Go on, *read away!* ■

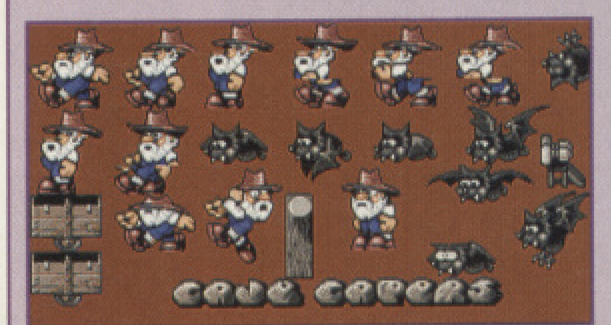

The original components for the Snow Business level. Now it's simply a matter of pasting them together to produce...


...this! The finished background. You see, it's easy this game making business!

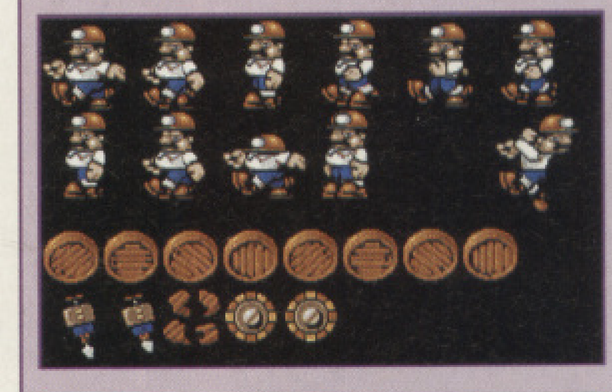
MAKING A BOO BOO!

It's pretty rare you get to see a game's original sprite animations but here they are. Did you think it took so much to get Boo Boo to move?



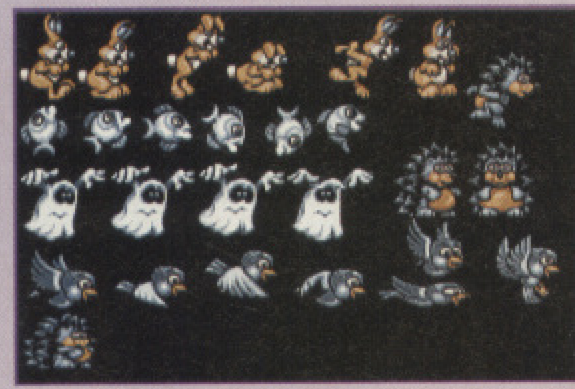




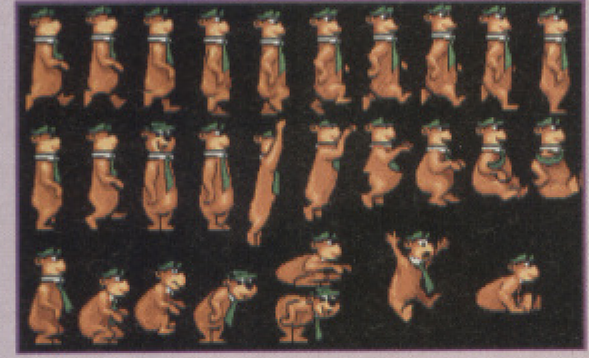


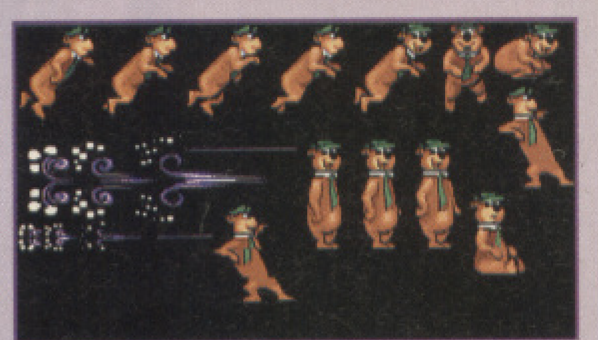


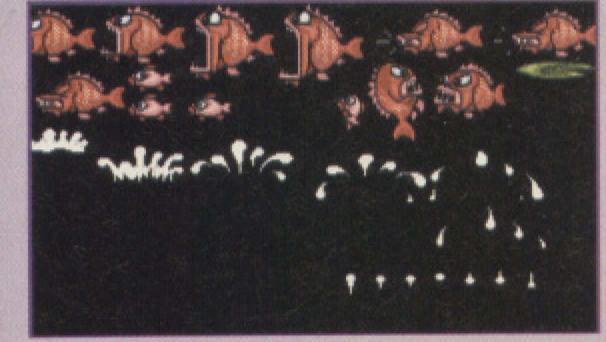






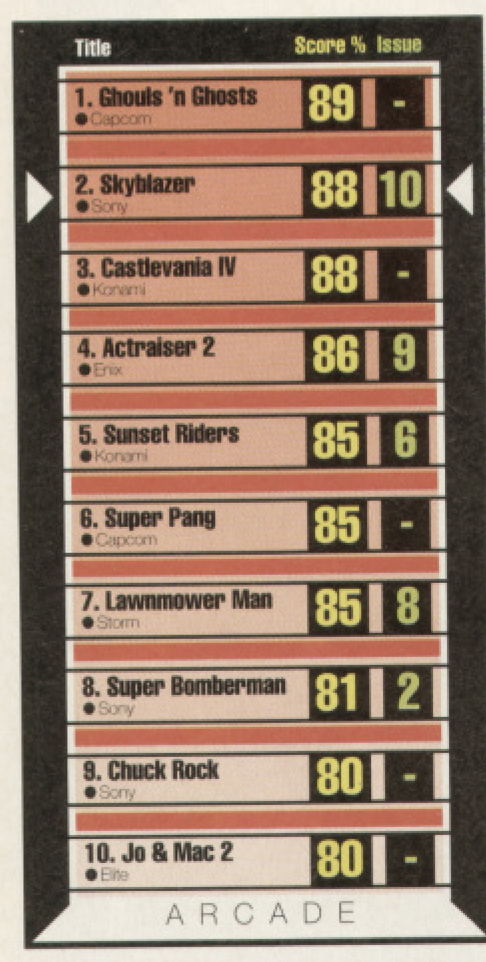






The Super League

Soaring into the Super League this month comes the high-flying *NBA Jam* but with *Stunt Race FX* just around the corner though, how long will it stay there? Find out next month...



ARCADE

Title	Publisher	Score %	Issue
1. Ghouls 'n Ghosts	Capcom	89	-
2. Skyblazer	Sony	88	10
3. Castlevania IV	Konami	88	-
4. Actraiser 2	Enix	86	9
5. Sunset Riders	Konami	85	6
6. Super Pang	Capcom	85	-
7. Lawnmower Man	Storm	85	8
8. Super Bomberman	Sony	81	2
9. Chuck Rock	Sony	80	-
10. Jo & Mac 2	Elite	80	-

ADVENTURE

Title	Publisher	Score %	Issue
1. Secret Of Mana	Squaresoft	95	9
2. Legend of Zelda III	Nintendo	93	-
3. Flashback	Sony	92	8
4. Shadowrun	Laser Beam	92	2
5. Mystical Ninja	Konami	92	8
6. Young Merlin	Virgin	92	8
7. Jurassic Park	Ocean	92	5
8. Out of this World	Interplay	84	-
9. Actraiser	Enix	83	-
10. Equinox	Sony	82	6

BEAT-'EM-UP

Title	Publisher	Score %	Issue
1. SF II Turbo	Capcom	96	2
2. SF II	Capcom	92	-
3. Tourn. Fighters	Konami	90	8
4. Mortal Kombat	Acclaim	89	3
5. Ranma 1/2	Ocean	84	7
6. ClayFighter	Interplay	80	10
7. Final Fight	Capcom	79	-
8. Turtles IV	Konami	75	-
9. Rushing Beat Run	Jaleco	74	-
10. Art of Fighting	Takara	72	9

PLATFORM

Title	Publisher	Score %	Issue
1. Super Mario World	Nintendo	94	-
2. Mario All-Stars	Nintendo	92	2
3. Cool Spot	Virgin	90	7
4. Mr Nutz	Ocean	90	5
5. Mickey's Magical Q.	Capcom	90	-
6. Tiny Toons	Konami	87	-
7. The Addams Family	Ocean	87	-
8. Super Putty	System 3	87	6
9. First Samurai	Kemco	85	4
10. Prince of Persia	Konami	84	-

PUZZLE

Title	Publisher	Score %	Issue
1. Lost Vikings	Interplay	91	1
2. Lemmings	Sunsoft	90	-
3. Goof Troop	Capcom	88	6
4. Super Tetris	BPS	85	-
5. Krusty's Funhouse	Acclaim	82	-
6. Yoshi's Cookies	Nintendo	79	4
7. Spin Dizzy	ASCT	79	-
8. Pushover	Ocean	78	-
9. Troddlers	Storm	65	3
10. Q-Bert	NTVIC	64	-

SHOOT-'EM-UP

Title	Publisher	Score %	Issue
1. Super Empire	JVC	95	7
2. Alien 3	Acclaim	92	1
3. Super Star Wars	JVC	92	-
4. Super Probotector	Konami	92	-
5. Zombies	Konami	90	6
6. R-Type III	Irem	89	10
7. Cybernator	Konami	89	-
8. Parodius	Konami	87	-
9. Super Turrican	EA	83	8
10. B.O.B.	EA	82	1

SPORTS

Title	Publisher	Score %	Issue
1. Madden NFL '94	EA	93	9
2. Super Mario Kart	Nintendo	90	-
3. Sensible Soccer	Sony	94	8
4. NBA Jam	Acclaim	91	10
5. Rock 'n' Roll Racing	Interplay	90	6
6. John Madden '93	EA	90	-
7. Super NBA	Tecmo	88	-
8. Super Tennis	Nintendo	88	-
9. Legends of the Ring	Electro Brain	85	10
10. Top Gear	Kemco	83	-

STRATEGY

Title	Publisher	Score %	Issue
1. Desert Fighter	System 3	92	8
2. PilotWings	Nintendo	91	-
3. Desert Strike	EA	87	-
4. Mega lo Mania	Imagineer	87	6
5. Player Manager	Anco	86	4
6. Sim City	Nintendo	84	-
7. Wing Comm. 2	Mindscape	84	-
8. Populous	Anco	81	-
9. Super Strike Eagle	Activision	79	1
10. Mech Warrior	Activision	79	-

A league of their own...

Every game listed in this section has been selected by the SNES FORCE team as one of the ten best of its class. The SuperLeague™ will be constantly updated to ensure that it continues to be an accurate listing of the very best games available for the SNES. SuperLeague™ listed titles are all widely available in high street stores and via mail order. It is advisable to check compatibility with your retailer before purchase.

The Review section

Every game tested for 31 days, that's the SNES FORCE guarantee. Just pour over the next 35 pages of top reviews and you'll see why we're the team to trust.





Game Type
Our SuperLeague™ category – indicating what type of game is being reviewed.

What the makers say
A chance for the people who produced the game to do a short sell to you.

Controls
Which button does what when controlling the game. If a button does nothing, we say so.

First Impression
As soon as a game comes into the SNES FORCE office for review it is given to three of the team for a 'first impression' session.

At this stage the reviewers aren't undertaking a complete critical analysis of the game, instead they are simply presenting three snapshot impressions of the game.

This element of the review process is probably the furthest most readers get when trying to evaluate software for themselves in shops, so it's a very useful acid test to see just how well the game fares, even without the manual.

Don't expect all three of the reviewers to agree with each other at this stage of the review (in fact don't rely on that at any point!)

For a balanced view you should compare the First Impression panels with the corresponding Final Analysis section.

First day score
One of the team is assigned the game for a complete review after the First Impressions have been completed. The first day score achieved is a good indication of how difficult a game is.

Comment
A full comment is much more detailed than a first impression statement.

In order to give a fair assessment of the game one of our reviewing team has to spend at least half a day playing the game from end to end, or at least as far as they can get.

Comments include a short summary quote and rating.

Ratings box
The definitive summary of how each game is rated by the entire SNES FORCE team.

Even if you don't read anything else — read this.

SuperLeague™ placing
If a game is considered to be good enough, it will find a place in one of the SNES FORCE SuperLeagues™

In simple terms, these are lists of the top ten games in various different genres.

SNES FORCE strongly recommends the purchase of any game rated in a League.

Final day score
The same reviewer who play-tested the game on its day of arrival will have been playing the game for over four weeks by this stage.

You should expect the final day score to be much higher than the first day one.

If it isn't — treat it as a danger sign. Our team is full of professional games players and it's probably just too hard.

Final analysis
Cast your mind back to the first glance panels at the front of each review.

The final analysis section consists of parting observations from the same three reviewers who opened the box four weeks before.

A month is a long time when you play games all day so look out for opinions that might have changed.

Reviewed in full



Sports

Producer: Acclaim
Supplier: Acclaim

Price: TBA Acclaim
Status: Official UK release

Players: 1-4 (simultaneous)
Lives: N/A
Continues: N/A
Extras: Save records option

What the makers say...

Slammin', jammin', funky dunkin' — hold on to your sneakers! The hottest, fastest arcade conversion around hits the SNES — *NBA Jam*.
■ Acclaim

Controls



Green button	Pass/steal
Yellow button	Shoot/block
Blue button	Pass/steal
Red button	Shoot/block
L	Turbo
R	Turbo

First impression


Incredible! The slam dunks have to be seen to be believed.


Wow! This is just like the arcade! Except it's on a SNES. Weird!


Slam, jam, it ain't no sham, kickin' basketball game, er, Larry the Lamb!

First day score

Simon beat us all

NBA Ja

The coin-op won your heart, the SNES version will blow your mind. With 27 of the NBA's hottest teams and an array of dazzling dunks to blow your mind, this can only be one game...



For those unsure of the rules of basketball, don't worry — the majority of basketball players haven't the faintest idea either — it's just away of adding excitement to a game. And don't be fooled into thinking the referees know what they're on about — they haven't a clue! Basically they just walk on at chosen intervals, say something profound, point at a player and tell the audience to either boo or clap. Now the commentators are in on this and they add the icing to the confusing cake by spewing out absurd comment after absurd comment. And if you've ever watched a televised match you'll have noticed cameras flashing wildly in the spectating area. Now these aren't cameras, but special bulbs triggered via pads on the court. It all adds up to an exciting atmosphere which is needed to hide the silly reality of the game — men trying to put a ball in a basket can hardly be seen as glamourous. But glamourous it is and the stars of the American league the NBA are as popular and as well paid as the most famous of movie stars.

If the same player scores three uninterrupted baskets he becomes 'on fire' meaning he can score from virtually anywhere.



There aren't many rules in *NBA Jam* so if you're dusted don't sit around crying, just get up and give 'em some!



A classic encounter as the Portland Trailblazers take on the Charlotte Hornets, complete with official NBA score graphic!

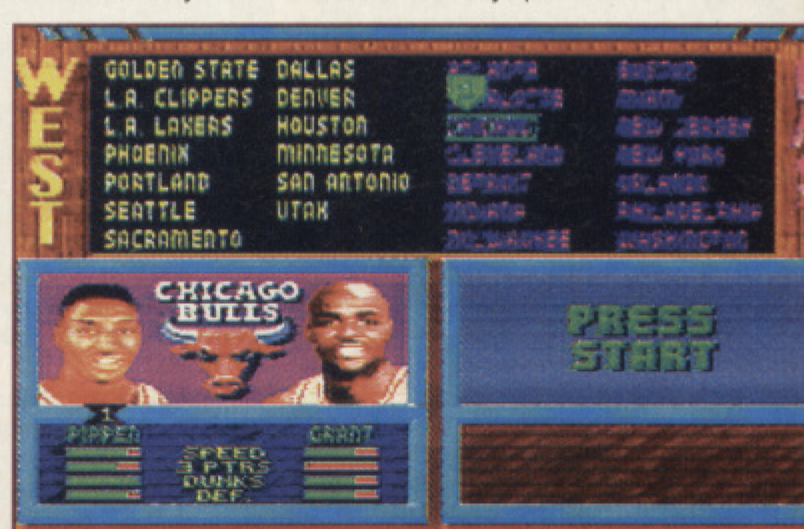
The game enables one to four players (but you'll be needing a Multitap for the 3-4 player games) to shoot some hoops using any of the 27 NBA teams. The teams are not the full-blown squads but consist of two basketcases — the best two out of each team — and stats are shown on each player to help you decide which side to choose. After that, select either the Head-To-Head or the collaboration Team Game mode.

NBA Baracas

The rules (okay there are a few tiny rules) are straightforward enough — a game consists of four quarters and the team to score the most baskets at the end are the winners — simple!

After the tip-off (two players from either team leap for the ball to gain possession) it's a matter of obtaining the ball, preventing the opposition from attaining it and performing some serious showboating slam dunk manoeuvres.

During one-player games your fellow mate is computer controlled and does his best to shoot some hoops. Alternatively, you can make him pass you the ball whenever you like and claim all the glory for yourself. Scoring is dependent on the position of the player in relation to the basket — if you score inside the key (the ▶



World champions the Chicago Bulls are surprisingly weak in the game — mainly due to the fact there's no Michael Jordan!





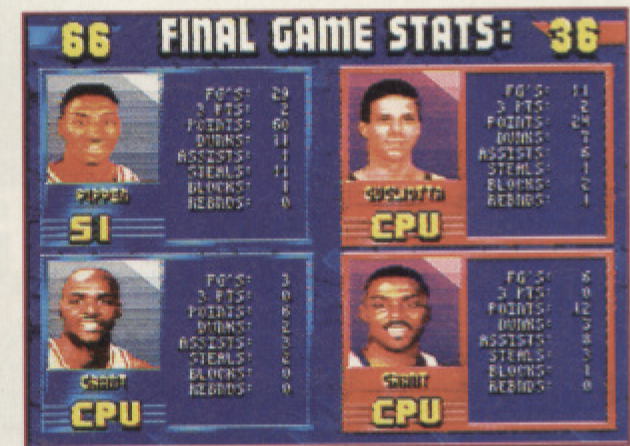
How much air! The New York forward drives to the basket with a quite incredible leap.



Woooooooowww!! There goes the backboard, if you jam the ball home a little too hard you're in for a shattering time!

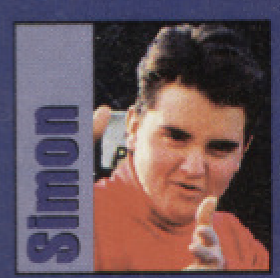


Karl Malone demonstrates his signature 'in your face' jam at the expense of the below par Dallas Mavericks.



The Americans love stats and after each game you're given a rundown on everything you could ever want to know!

'Jammin' good fun!'



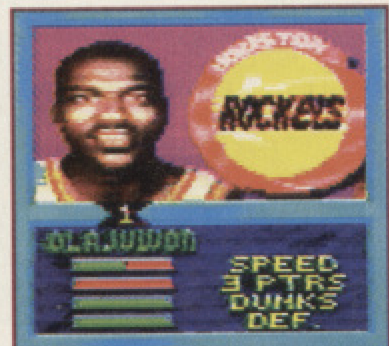
Being one of the many people who loved the arcade original, this conversion has been high on my list of 'most wanted' for ages. Now it's finally here, I'm pleased to say it's better than I imagined possible!

The arcade machine was most notable for its 'in your face' gameplay. Some of the jams you could pull off were completely over the top even for Michael Jordan, but looked amazing and gave the game its own unique feel. The SNES conversion manages to successfully reproduce this and as a result you could easily be forgiven for thinking you were actually down at your local arcade rather than sitting at home. Graphically it's arcade perfect, with all the colour, all the animations and even the digitised pics of the players included. Sound is also true to the arcade, all the way down to the speech the over-enthusiastic commentator belts out. The only thing to be said against the speech is that it's not quite as clear as the arcade, and the phrases aren't as varied but hey — you can't have everything!

For me, the best inclusion is the ability to have a four-player game. If you're lucky enough to own a multi-tap, you and three mates can have a two-on-two game with teams of your choice. This is incredibly good fun and was certainly one of the reasons the arcade was so popular. The only minor problem with *NBA Jam* is it gets repetitive in one-player mode if you're playing for hours at a time — still, you can always get the password and carry on your NBA assault when you've cooled down. If you liked the arcade, I most certainly advise you to invest in the SNES version. Even if you've never heard of the game, I still say check it out because it's one hell of a good laugh.

92%





Above: each player has four attributes which add up to his overall rating, they also have a great digitised pic.

Left: the tip off, get your biggest bloke to jump up and grab the ball for your team — easy this Basketball lark!

JAM SESSION

NBA Jam features some of the hottest and most over the top jams ever. Check these out...















Flippin' 'eck! He's smashed the backboard again! Right that's his wages docked for the next two weeks!

'Boomshakalaka!'


Chris

I know what you're thinking, basketball sims are boring, right? WRONG! As anyone who's played the coin-op version will testify *NBA Jam* is a non-stop orgy of the high-flying, gravity-defying thrills and spills of the NBA's top teams. The good news is the SNES version is virtually arcade perfect. Sure there are omissions, noticeably the cartoon heads, but the intensely addictive gameplay (especially in the brilliant four-player mode) and the great sampled speech and live digitised footage help retain all the awesome appeal of the original.

Playing two-on-two rather than a full five-a-side-game doesn't detract from the action, rather it speeds up the game and is aided by great computer intelligence which makes every game a cliffhanger.

The teams are pretty evenly balanced ensuring hours of fun and the different player's attributes introduce an element of strategy into the proceedings. The crowning glory are the dazzling dunks. Each player has a spectacular variety of finishing moves including the backboard-shattering 'Boomshakalaka!' Graphics aren't spectacular but more than made up for by the fluid animation as the stars jam home their crowd pleasers.

Definitely not just a game for basketball fans but one to be savoured by sports lovers and game connoisseurs the world over. Acclaim have another winner on their hands!

90%

painted floor area near the basket) two points are awarded whereas if you're outside the key (therefore a more difficult shot to execute) three points are gained if successful.

If the same player scores three baskets in a row uninterrupted he becomes 'on fire' — not literally engulfed in flames but a hot player can score from virtually anywhere on court. This excellent ability lasts until the other team sink a basket. It's easy to know when a player has achieved this status — the ball smokes as it sails through the air and torches the basket netting!



The half-time show is a integral part of any American sport so of course *NBA Jam* has one. Great digitised graphics!

Jammy dodgers

Another advantage of being 'on fire' is you have unlimited usage of turbo speed. Turbo is normally activated by the [L] and [R] levers and causes players to run faster — unbeatable for catching up with others, or making the winning break from one side of the court to another. It is limited though and once used needs to be left for a short while to recharge. Using turbo along with shoot near the basket results in some spectacular slam dunk techniques. Witness the awesome spectacle of players leaping 20ft+ into the air and powering the ball into the net usually while spinning through 360 or even 720 degrees. Some shots are so strong they even break the backboard spraying the court with deadly pieces of reinforced fibreglass! Along with steals and a good old fashioned shove to clear a path through the opposition and get a bit of respect, *NBA Jam* is a golden pot to sink your teeth into. What are you waiting for? Let the Jam session begin!



Are you ready for four-player action? Choose your teams and get out there for a big time jam session!



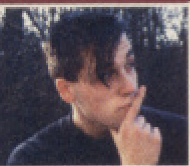


Final game stats screenshot:

Above: it's all over and despite Patrick Ewing's glass shattering exploits New York somehow manage to lose!

Left: he makes a break toward the hoop and is shaping up for an 'air reverse' — what a showman! This is the kind of thing the crowd love to see.

Final analysis


Excellent in one-player mode and a riot in four — this cart's a real grand slammer.

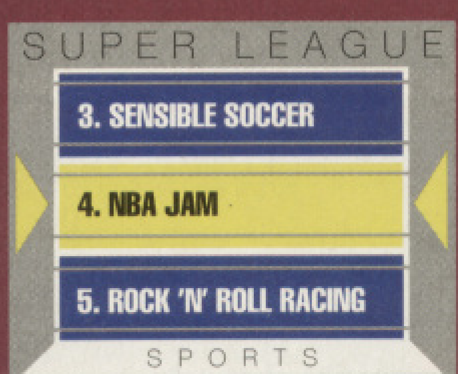

What an absolute belter of a game! The definitive basketball sim — the new standard.


Wham, bam, man, it's in the can. Samples are cool and it bleats like a ram!?

Final day score

Simon — Beat all teams on Normal



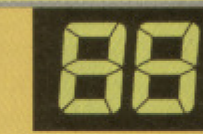


With its unique brand of spectacular showmanship *NBA Jam* launches itself upon the league straight into the number four slot.

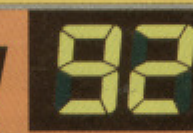
Sound

90

Stunning sampled sounds pass judgment on every play including the brilliant 'Boomshakalaka!'

Graphics

88

Virtually arcade perfect graphics with smooth and slick animation

Playability

92

Every bit as playable as the original. Best laughs are had with a four-player Jam session

Lastability

90

27 teams to beat, variable difficulty setting and battery back up make this a winner.

Force factor
91

A great conversion of the coin-op. The dazzling dunks and four-player option put it way ahead of the field



Get Jammin!

NBA carts, shirts & caps up for grabs

The most awesome two-on-two game is here and we're giving you an exclusive chance to enjoy the action. All the slammin' an jammin' arcade action from the hottest coin-op of the year brought to you in the comfort of your sitting room — absolutely free! Featuring 54 of the hottest players from all 27 NBA teams including Patrick Ewing, Scottie Pippen and the high-flying Shawn Kemp (seen having a Jam session of his own) *NBA Jam* comes complete with spectacular signature moves including mind boggling 720 degree dunks. Add a four-player option, digitised pictures of live NBA action, no rules and the Acclaim, Midway pedigree and you've got all-action, hard-hittin' happenin' hoop.

So how do you get hands on a copy? Well you could join the cue with thousands of other Jam fans or you could get smart and enter our competition and win yourself one of five advance copies of the game. Not only that we've also got ten sets of cool NBA gear to give away. So lets just run through that again...

- **Five winners get a copy of *NBA Jam* plus an official NBA shirt and cap**
- **Five runners up get official NBA shirt and caps.**

All you have to do is fill in the coupon below and send it to us at NBA Jam compo, SNES FORCE, Impact Magazines, Ludlow Shropshire SY8 1JW to arrive by first post on February 28th.

To win these great officially authorised NBA prizes simple answer the four easy questions below

1) What is the surname of the famous Boston Celtics player Larry...
a) Grayson
b) The lamb
c) Bird

2) Which team won the 1992 NBA finals?
a) Seattle Supersonics
b) Atlanta Hawks
c) Chicago Bulls

3) Which team are known as the Suns?
a) New York
b) Dallas
c) Orlando
d) Phoenix

4) How is Michael Jordan also known?
a) Hair Jordan
b) Curly Jordan
c) Air Jordan

Name..

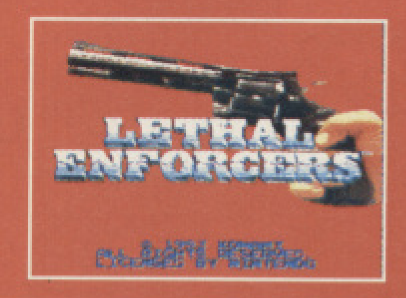
Address..

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Age..Telephone number..

The editor's decision is final and no correspondence will be entered into. If you don't want to receive mail from other companies please tick the box ❐



Shoot-'em-up

Producer: ....Konami
Supplier:....................Konami

Price:..............................£74.99
Status:...Official UK Release

Players:.................................2
Lives:..............................None
Continues:...........................7
Extras:...3 Difficulty Settings

What the makers say...

The most realistic shoot-'em-up since the OK Corral.
■ Jon Sloan, Konami

Controls

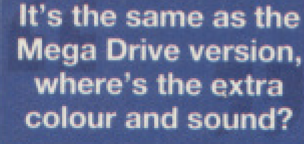


	Reload
	Fire
	Nothing
	Nothing
L	Nothing
R	Nothing

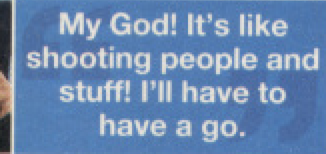
First impression



"Looks really odd — like watching telly through a pair of tights."



It's the same as the Mega Drive version, where's the extra colour and sound?



My God! It's like shooting people and stuff! I'll have to have a go.

First day score

Chris H Sergeant

2130

Lethal

Killing another human being is illegal — unless of course you're a policeman, then you can kill as many lowlife scum as you like...

Storylines and fancy scenarios — who needs 'em? Not Konami, for in *Lethal Enforcers* the only background info is that you're a rookie cop. Your ambition is to work up through the ranks of patrolman, detective, sergeant, captain and commander to become the best on the force. Achieving this goal means completing five increasingly difficult *Operation Wolf*-style missions (in any order) and keeping a watchful eye on the accuracy percentage

Your ambition is to work up through the ranks of patrolman, detective, sergeant, captain and commander to become the best on the force.

presented to you between the three or four stages in each. On completing a mission you're shown the total number of shots fired, total hits, whatever percentage that gives and current rank. Both total hits and percentage are taken into account for promotion, and demotion is just as common.

Bullet in the head

Your first mission as trainee psychopa... er, rookie cop is a critical situation in the Severin bank, where a gang of hoods in balaclavas (?!!) have staged a robbery. First stage is inside the bank where you grab a magnum before taking the villains outside for stage two and chasing the get-away car in the horizontally-scrolling third. Here, crooks are packed four or five to a vehicle as you ride alongside their convertibles, picking off



Row, row, row yer boat gently down the barrel of my Magnum — get ready for a surprise!



Just as you're checking your balance at the cashpoint two cars drive by. That's good enough a reason to shoot them!

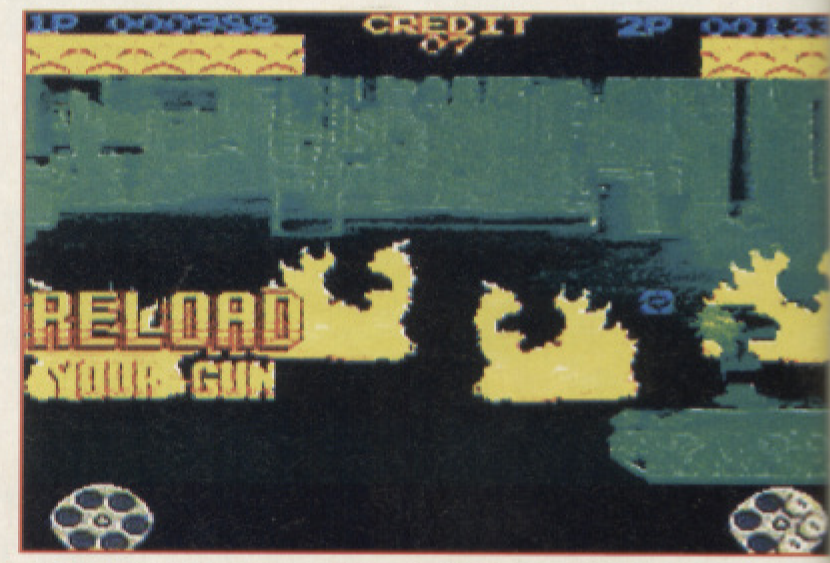
enemies before battling the bazooka-wielding end boss in his Chemical Waste Service truck.

Mission Two is called Downtown Assault, so be prepared for masses of blasting action at the corner of Smith and Colfax, where a street battle rages around innocent passers-by. Cartwheeling, oriental knife throwers and suits with guns are everywhere, backed up by femme fatales in red outside the Chinese restaurant. Go underground for stage two in the tube station and number three on the platform, where acrobatic knife thugs have learnt somersaults to combat your rifle pick-up. The final leg is a shoot-out across a moving train with an end boss who boasts infinite throwing cutlasses and a bullet-proof vest.

I fought the law...

KHL International Airport is Mission Three's setting as you're deployed against gas masked terrorists with automatic weapons for two stages on the runway, one hiding the super-powerful grenade gun. In the loading bay you have the added task of blowing crates off the conveyer belt to the plane as well as stopping terrorists (although some crates give weapons upgrades), and that's *before* the final stage where you gotta stop the plane taking off by dispatching the military boss and his grenade launcher.

The penultimate mission is titled The Gunrunners and your brief instructs you to halt the smugglers in Gallo Harbour immediately. The quayside crawls with scum — behind cars, in the boots and swinging down on crane ▶



At the chemical works your frenzied firing causes the lights to short. Time to adopt your night vision goggles.

Enforcers



These friendly cab drivers have had enough of vomit being dished out in the backs of their cabs so instead of giving you a lift they shoot you — charming.

'Shooty, shooty, shooty'

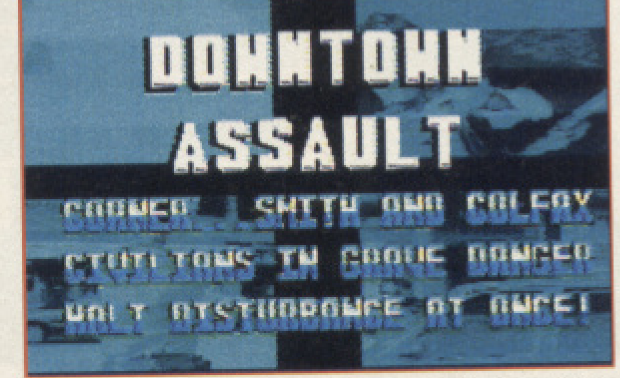


I shall begin this comment where comic books have failed — writing words to describe guns being fired. Forget the Marvel 'kabooms' and the DC 'blams' I've come up with a string of lifelike effects and for these to work properly you need as much saliva and phlegm rolling about your tongue as possible. Try shouting 'pfffcoow pfffcoow' (pistol), 'doohhkt kiht kiht doohhkt' (pump-action shotgun) and (loads of spittle for this) 'ffloodhhdffloohd' x5 for a machine gun... You're right they're crap. Oh well, it's like my great grandad said '*Lethal Enforcers* is a really good game. Obviously the guns make all the difference where you can act out your favourite Miami Vice poses — guiding a cursor around with an unintimidating joypad just isn't the same. One unfortunate hitch is the speed at which the felons appear on screen, a frightful moment is in witnessing a balaclaved marauder somersault through the air. The clock ticks by as he slowly spins frame by frame into the air — then again, it makes an easy target. Graphics are simple but serve the purpose and the sound is excellent, especially the speech. Listen out for the dudes who say 'You can't shoot me' — and then shoot them! So you might not be playing it forever but think — when you were little you may have enjoyed playing in a sand-pit, you may not wish to play in a sand-pit now but at the time you probably loved it. Shooty, shooty, shooty'. He was a star my Great Grandad, a pity he fell asleep in that sand-pit. The owners turned it into pond and didn't tell him — such is life.

83%



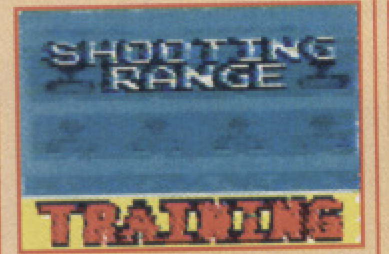
Crockett or Tubbs wannabees who can't set their sights right can let off steam at the firing range.



The CB crackles into life with a description of the crime scene you're about to enter.

RESTICTED AREAS

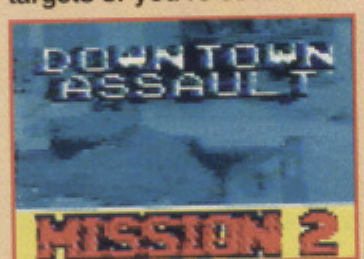
As a rookie cop you're expected to get straight into the thick of things, any time, any place, anywhere. The missions are full of danger...



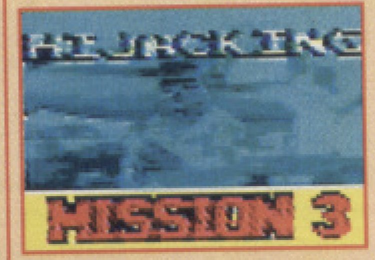
Become a top-notch pistol person at the best range this side of Texas. Blast rounds and rounds of targets or you're outta there.



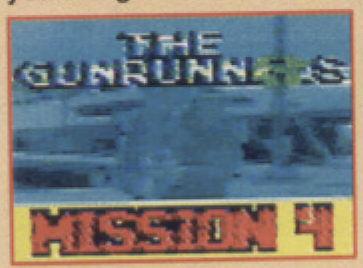
A simple case of strolling into the bank and blasting the masked hoodlums before strolling outside the bank and shooting more.



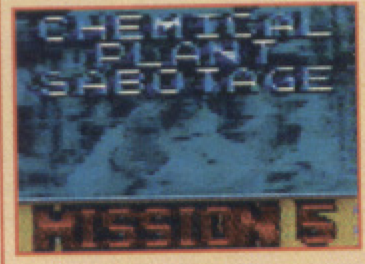
A food fight has escalated into a major war — and you only dropped by for a no 23! Shoot the lot of 'em so you can get a decent meal.



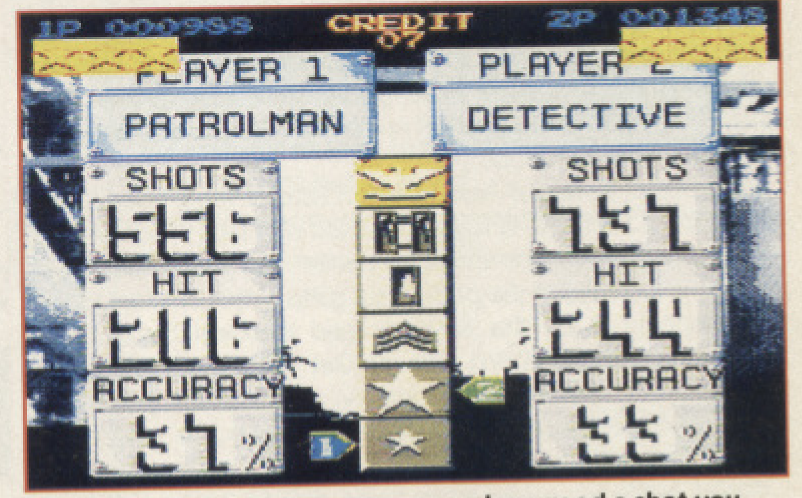
Overrun with men wearing agricultural facemasks, your task is — guess what? — to shoot them! Oh the perks of the job!



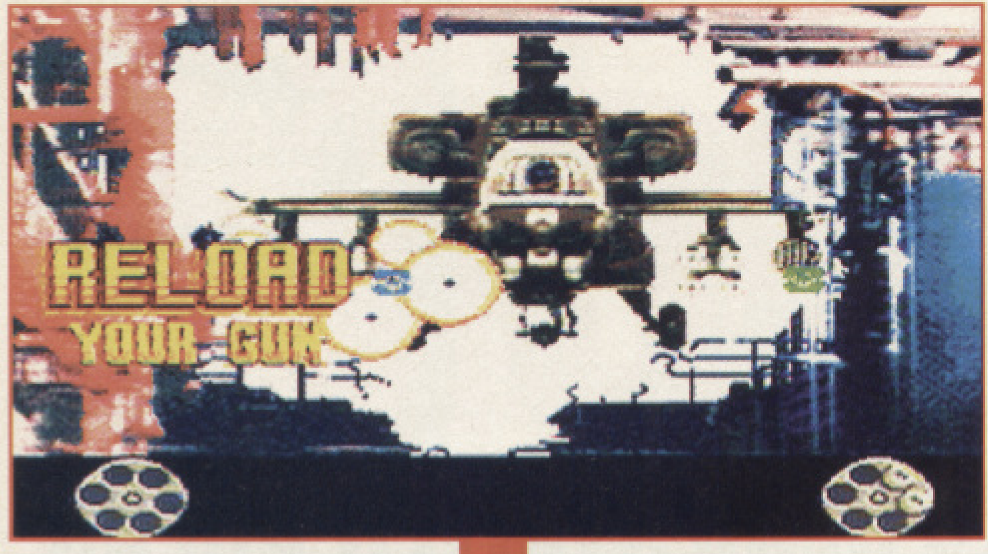
So you've killed hundreds of people and caught a few innocents in the process. Oh well, the courts will make sure you get away with it.



Have you become a mindless, trigger happy hoodlum yet? No! And they say video games encourage violence.

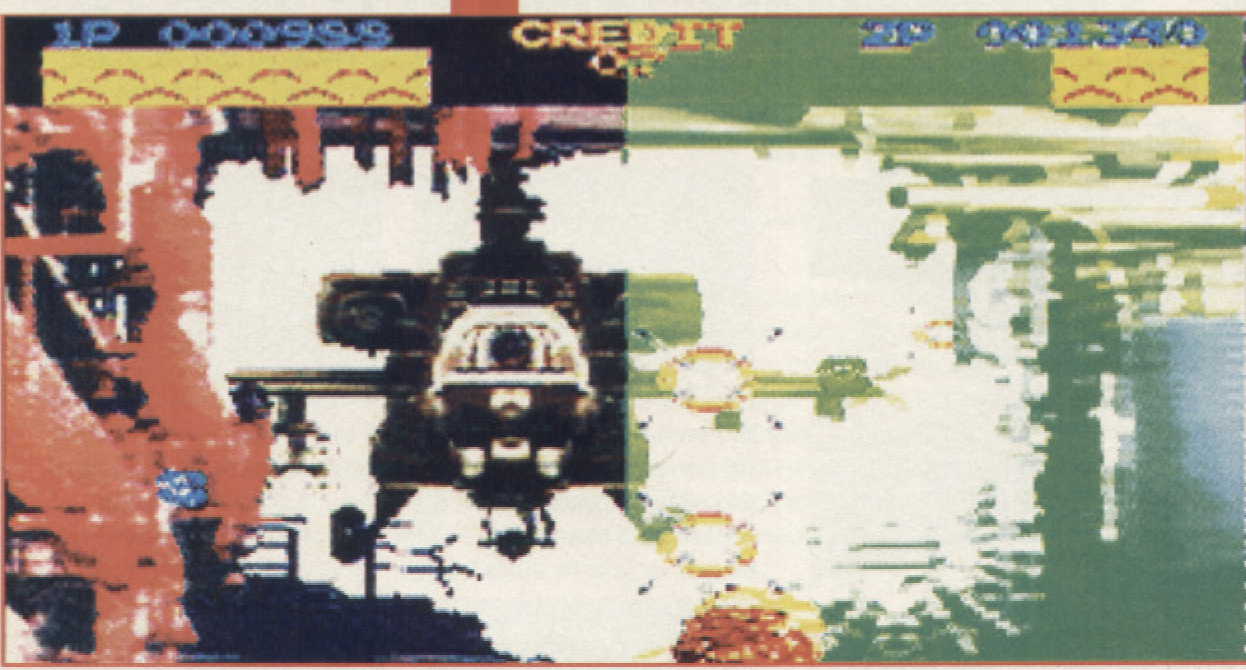


At the end of each scene you can see how good a shot you really are. Accuracy leads to promotion — so shoot straight!



Left: expect a few hardships as a rookie cop — informing relatives a loved one has died, filing hundreds of police reports, shooting armoured gunships with only a standard issue weapon.

Below: Player Two takes a missile hit and loses one energy star as a result.



hooks, while on the right-to-left scrolling second stage they've made a bid for escape in a luxury cruiser and carelessly left you an automatic rifle. Things liven up in the warehouse with crates for cover and a leathers-and-designer-stubble-look preliminary boss with two automatic pistols, before another freeway section through the city toward the final encounter with a helicopter, which must be practically destroyed before the occupants surrender their ground-to-air missile launchers.



Oh look at that. He's planted a bullet right in your eye. What a spiteful git.

...with a pink gun!

Mission Five is the Blaustein Chemical Plant, with carnage commencing on the factory floor where even the terrorists wear gas masks and protective yellow suits as they leap from behind giant pipes and shin down ropes. After puncturing many background pipes on stage two, you get the meat of the mission in the form of a horzontal scroller which switches to night vision halfway through, as armoured mini tanks and yet more terrorists creep from behind flaming pools of toxins. The screen then unexpectedly scrolls upward, revealing the Apache helicopter and its six wing-mounted, guided missile launchers that waits as the final guardian.

Total trainees will benefit from the Training section on the military Shooting Range, a gallery of targets which pop up/slide along and range from big, square targets to pictures of villains and man-shaped cutouts. You get a time limit (unlike the street-shooting sections), target number of hits *and* percentage restrictions to worry about.

A reminder to reload flashes up on screen when your clip's empty, and a simple refill is implemented with the [Y] button

Whether playing with inclusive plastic gun or joypad (only one gun is included in the pack), you gotta watch out for fellow cops stepping in on the sidelines and innocent bystanders crying 'Don't Shoot!' Don't Shoot? Get out the middle of a gunfight, then, dimwit! Unfortunately, this attitude leads to death as you're penalised one of five energy points per credit every time you nail the public.

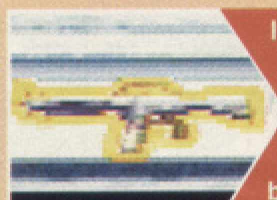
Feel lucky, punk? How many times *did* I fire? Was it 278 or 332? Go ahead — make Konami's day...

LETHAL WEAPONS

As a rookie you begin with a standard issue gun. But look out for these pick-ups and you can upgrade it to these mega weapons...



Martin Riggs had one and so did Crockett. Not beautiful girls but powerful Berettas, automatics that would make your head quake — or even explode.



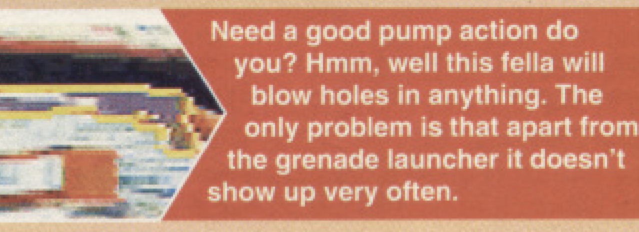
It fits snugly into your arms — the rifle, effective against any vest or armour. A sturdy firearm the only disadvantage is that it doesn't store many bullets so keep reloading.



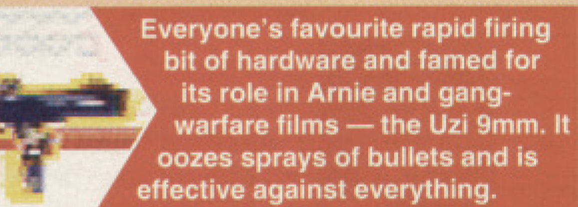
Magnum Force — make your day, make some punks feel lucky... er... no don't do that, people will start to talk. A weighty weapon that could blow a man's head clean off.



Bullets? Pah, who needs bullets when you've got a vast grenade launcher to clear the screen. Causes massive explosions creating total devastation. Limited but great while it lasts.



Need a good pump action do you? Hmm, well this fella will blow holes in anything. The only problem is that apart from the grenade launcher it doesn't show up very often.



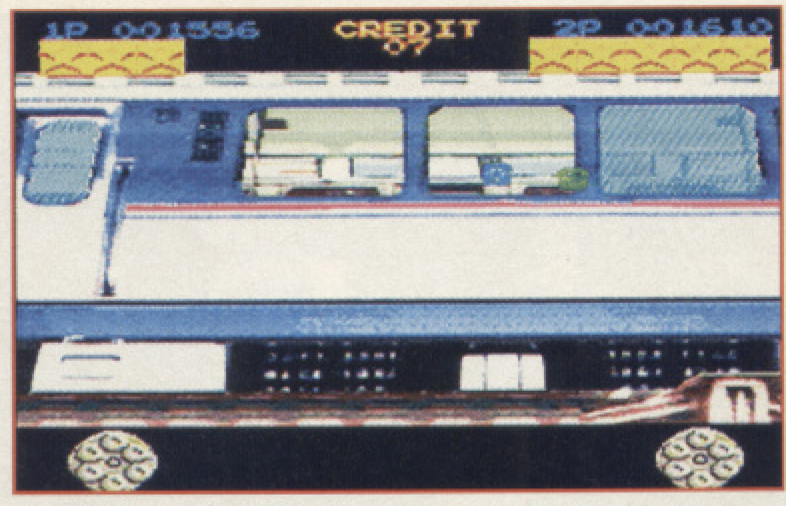
Everyone's favourite rapid firing bit of hardware and famed for its role in Arnie and gang-warfare films — the Uzi 9mm. It oozes sprays of bullets and is effective against everything.



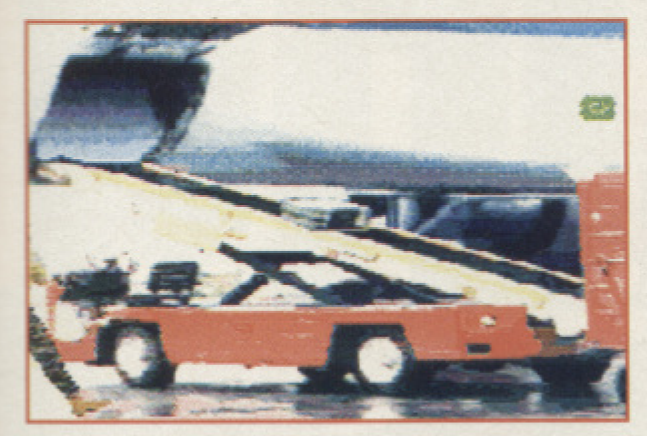
'You there, the lorry! Put your hands in the air and turn around slowly!' The good old police, they know what's what. Better inform that civilian with the gun to stand clear.



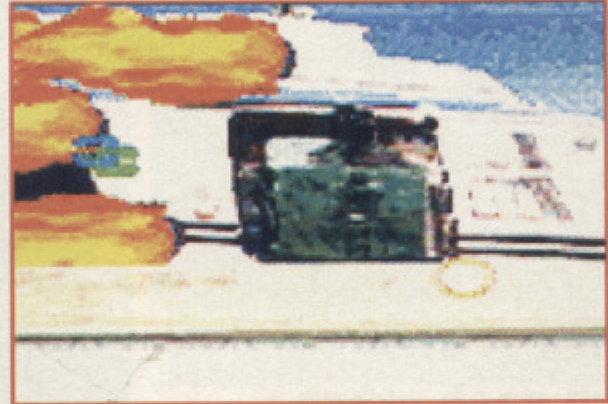
Innocent civilians get caught up in the fire and do their best to escape alive. But it's just so tempting to shoot them…



BR conducters resort to shoot outs if you get on without a ticket. Best fork out the cash for a fare rather than a new heart.



The conveyor belt bridges the gap between a large plane and suitcases of narcotics.



Sat in a whirlybird this bloke and his big gun think they're a force to be reckoned with.

'Give me a gu-u-un…'



God*damn* Detroit! Mothersuckin' sons of dogs, de-caf and pastrami on doughboy to go, *Lethal Enforcers* begs you to become a rookie cop with a nose harder than your average yank's arteries. The good old American way, mom's apple pie for breakfast and raw hamburger steak with extra red meat to follow, in Marlboro country…

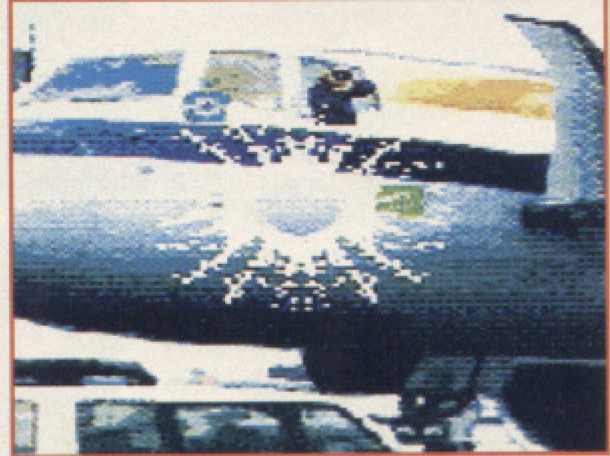
And hands up who loves carnage more than America? Oh. Well… just hands up who loves carnage, then… yay, long live big guns! Konami know the score, package a cart with a new accessory as cool as a pistol and you've got a dead cert hit. You don't even have to bother devising a new game to go with it — may as well just give *Operation Wolf* new graphics, and that's what they've done. The game's about as complex as Dan Quayle, extraordinarily simple blasting fare without even the usual array of massive up-grades and icons. A couple of extra guns, and that's ya lot. The digitised stuff looks great (especially on screenshots, animation's a bit suspect), but it's no different to the Mega Drive version and the SNES is a better machine with better chips and superior colour palette, so how come?

Still, the gun's an admirably fun gimmick and while the novelty lasts the actual game is untaxing and bearable, if a bit easy. And when the novelty's faded, the shooting gallery's always available to chase personal bests, which is (surprisingly) not as boring as it sounds, especially if you've got a mate on hand. Pity there's only one gun, because that destroys any two-player potential. If Konami put the gun on sale separately and you've got some cash to burn… it's not worth forking out for the game *and* another gun. *Lethal Enforcers* is uncomplicated, slightly under-difficult, good fun a for a while and hideously overpriced.

77%



'Pick up the gun. Go ahead, pick up the gun.' If some copper told you that, you would right? *Right*!

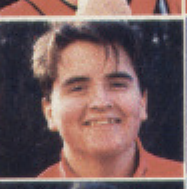


Expect action at the airport where gun-crazed maniacs pop up all over the shop… er… plane!

Final analysis



"A cracker! Good ol' shooting fun *and* a little gun! What more could a person want…"



"It's a great laugh for a while but far too short lived to warrant the huge price tag!"

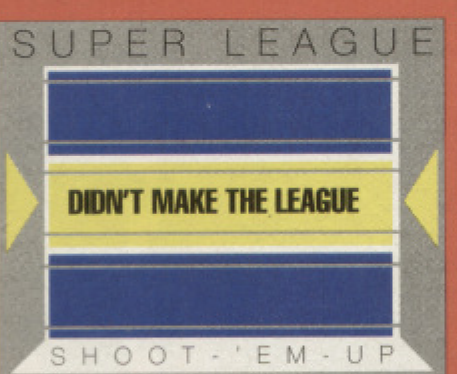


"Ridiculously expensive, vastly overpriced and also unaffordable — no good."

Final day score

Chris H — Normal

FINISHED



Despite hours of blasting fun, it narrowly missed the league due to its lack of variation and restrictive gameplay.

Sound



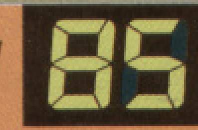
Decidedly puny FX and muffled gunshots saved only by the abundance of sampled speech.

Graphics



Yeah, they're digitised, but they move badly and make little use of the SNES palette.

Playability



A spot-on conversion of the arcade that's easy to get into and simple to get the hang of.

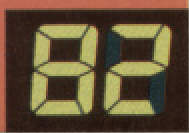
Lastability

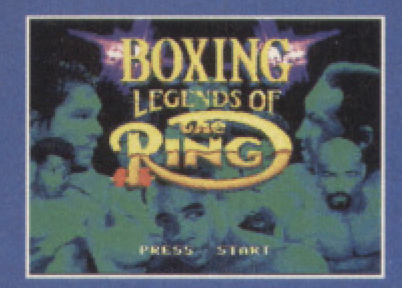


Not versatile or hard enough to keep you playing long after the gun's lost its appeal.

Force factor

An accurate conversion of an arcade that really wasn't much cop to begin with past the digitisation.





Sports

Producer .... Electro Brain
Supplier .... Zap Games
0532 590077
Price £49.99
Status .... US Import

Players 1-8
Lives .... N/A
Continues .... N/A
Extras .... Password system

What the makers say...

Fist-flying, blood-spurting, sweat-spilling world class boxing action. A must for serious gamers.

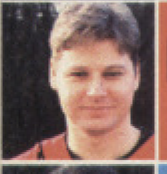
■ Simon

Controls



Green	Left punch
Yellow	Nothing
Blue	Nothing
Red	Right punch
L	Nothing
R	Nothing

First impression



"At last! A decent boxing game! Hippedy hoo ha!"



The big sprites are cool, the blood's great and it's no push over.



Nice! Like the blood flying and the punch combinations you can string together.

First day score

Chris H — Career Rank: 6

Legends of the Ring

SNES FORCE Recommended

Boxing. One of the few occasions when grown men can punch each other in the face without being arrested. Failing a career in the ring, take a peek at Electro Brain's latest offering...

What makes one man punch another in the face? Plain and simply — aggression. The natural instinct to lay someone out cold and usually the follow-up to classic lines such as 'You lookin' at my pint?' and 'Oi, did you spill my bird?' but in the sport of boxing it's also a great way for fighters to make millions and get involved in panto at the same time. *Legends Of The Ring* isn't a real life simulation of the boxing world (fighters don't leap into the ring or psych out opponents) but a brutal vicious arcade punch-'em-out with loads of fisticuffs action.

As in real boxing matches punches score points and there are three judges watching the fight whose decisions decide the overall winner

The legends of the title are well known boxers of our time. Including Hearns, Hagler, Duran, Robinson, LaMotta and James 'I'll kick you and your momma's ass' Toney, *Legends Of The Ring* offers the chance to win world title fights without enduring the rigorous training and suffering a battered body.

Boxer shorts

A player may select from one of three game styles. Exhibition match is a single bout for one or two players, while a career gives the opportunity to construct your own boxer in a bid to be the best. Battle Of The Legends is where up to eight people compete in a grand knock-out tournament.

Play is viewed from behind one of the boxers with the opponent standing opposite. As in real boxing matches, head punches score points and three judges decide the overall winner if the bout lasts all 12 rounds. It can easily be decided by a knock-out but flooring your opponent for the count of ten isn't as easy as it first seems. Damage is charted on a picture of your fighter's face which deteriorates with each punch landed. If your boxing isn't up to scratch these pictures end up horrifically distorted with egg-like swellings and painful cuts and bruises. It's amazing what a quick dab of a towel and a spit of water can do though, between rounds the participants go back to their individual corners and resurrect their faces. Keeping face is not the only thing fighters have to be concerned with, punch power is indicated by a ▶



Roberto 'hands of stone' Duran may look silly with that beard but he sure packs one hell of a punch!



Kissing and cuddling is strictly forbidden in the ring and the ref is determined to enforce the rules!

OW! MY FACE

A step by step guide on how to take a normal looking bloke and turn him into a bruised wreck. After every round some scars are healed but hey, trainers aren't miracle workers!



'Undisputed king of boxing games!'



After a glance at the review and a look at the overall mark, you're probably wondering what all the fuss is about. Well, in the case of *Legends of the Ring*, looks are most certainly deceptive!

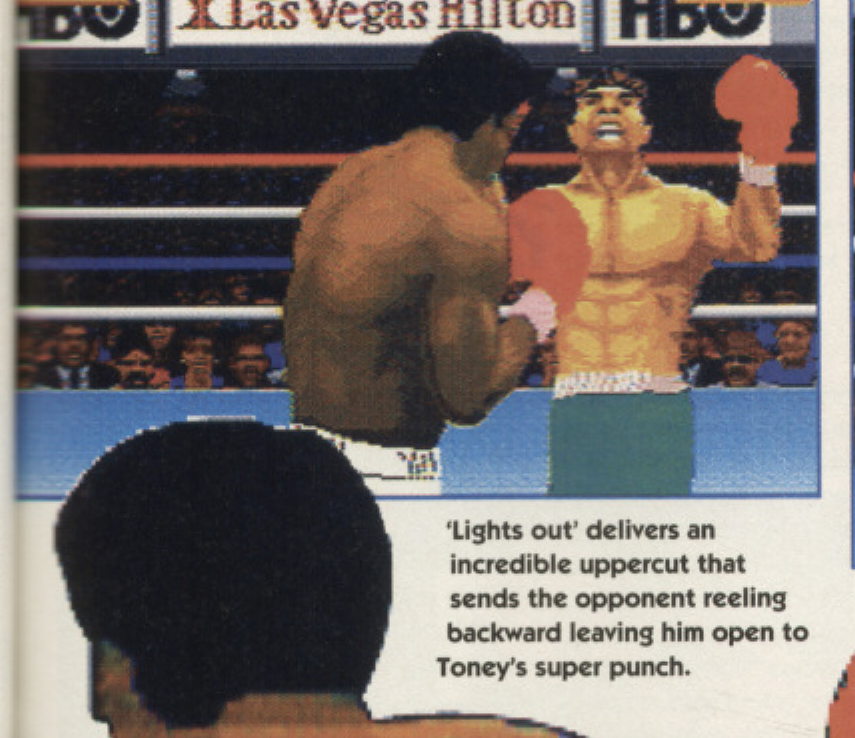
Graphically, it's not exactly state if the art. Not to say the graphics are bad, but compared to some of the more recent SNES releases they look dated. Both sprites are huge and move around the screen quite smoothly as they duck and dive to evade punches. The background is fairly sparse with little more than the crowd to distract you from the action in the ring. Overall, the feeling of the big fight is conveyed nicely, without rocking the console world.

Sonically things are better. The thud of the punches landing and the cries of your opponent as they take punishment help give the impression you're really there, and the great title track really helps set the scene. The crowd effects are pretty good — I particularly like the way the audience gets louder as you put combos together.

The thing that takes *Legends of the Ring* from being a nothing to a title contender is the playability and challenge involved. One-player mode offers loads of different areas of play, ranging from a one-off bout to a complete career with world rankings and all! There is a variable difficulty level which goes up to the rock 'ard seven and guarantees a lasting challenge. Two-player mode is just as good, if not better! There's nothing more satisfying than knocking your mate out, and the instant replay option means you can relive the moment frame by frame!

Legends of the Ring has come from absolutely nowhere and, in true boxing style, has taken it all. If you're after the best boxing game on any console — let alone the SNES — look no further.

88%



'Lights out' delivers an incredible uppercut that sends the opponent reeling backward leaving him open to Toney's super punch.



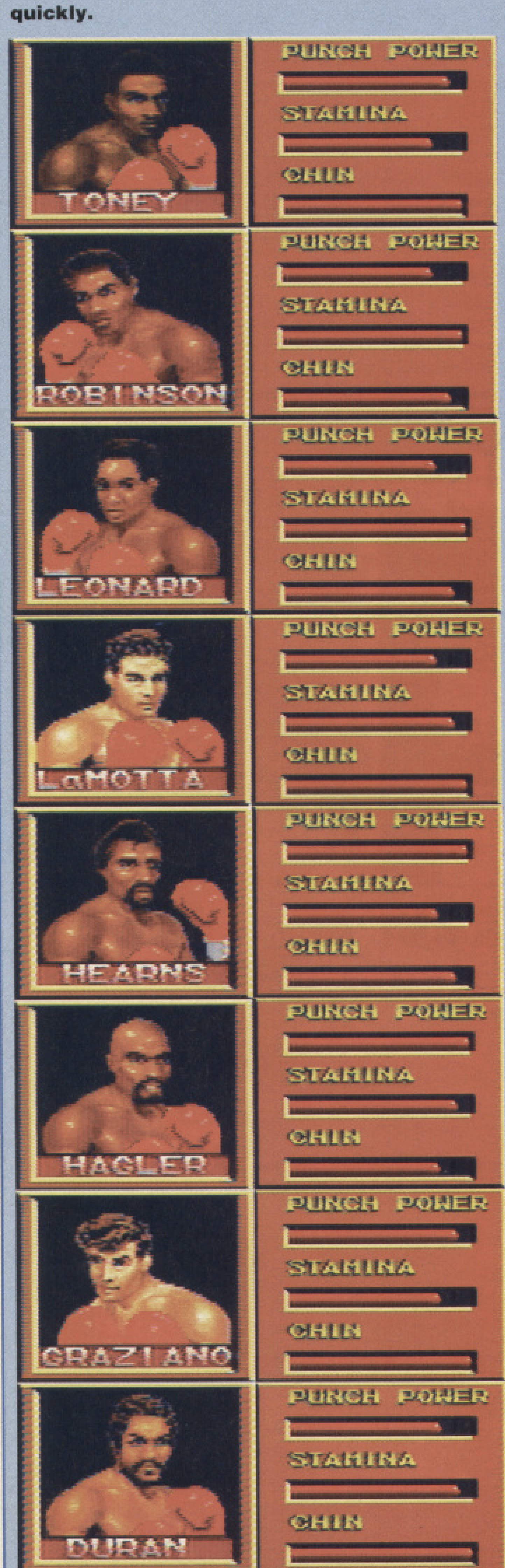
'ave some! The killer punch is all that's needed and the opponent falls like a sack of spuds!



Graziano is fighting back with a flurry of fast and accurate punches to both the body and head.

THE RING LEADERS

Here they are, the legends of the ring. Each fighter is modelled on his real life counterpart. For example, Sugar Ray may not be the hardest puncher in the business but he can sure take one on the chin, while Toney can take it on the chin but tires quickly.





It's true! LaMotta is a midget and Sugar Ray intends to make short work of this dwarf-like creature!

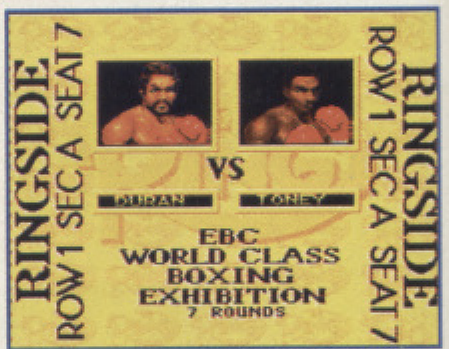
▶ large boxing glove which depletes with every jab or hook thrown. If the status glove disappears the boxer is exhausted and basically up critical creek if the other is still fighting fit.

Embarking on Career is one of the main game options. Here you create your own unique boxer. Fresh to the bruising sport, the aim is to climb the ten-rank ladder of success tackling the ring legends along the way. Before stepping into the ring, name your boxer and decide which boxing background he's come from. Three status categories can sway your decision — punch power, chin, and stamina. Olympic fighters are good all rounders, boxers off the street possess killer punches and those from a military background have solid chins excellent for absorbing punishment.

Short boxers

There are seven individual punches under your belt each with their own strength bar. To begin with you have 30 power points to award to each punch. Will you put all the 'umph' into a straight jab or lace the uppercut with enough power to kill an elephant? Once you've decided, the last remaining weapon in your arsenal is the super punch, a mean damage inducer which, although limited, (up to three can be used in any one round) can make all the difference between winning and losing.

Boxers can only take so much damage and when their photo begins to flash, saying hello to Aunty Unconscious is only seconds away. An additional option makes this extra exciting. Black-out mode fades the entire screen into blackness and back again if you receive a heavy pummeling. The more damage sustained the longer the pauses of blackness are until the lights go out forever, and if you want a fruitful career it's best to keep your bulbs glowing for as long as possible. ■



Just the ticket! Before each match you get a full run down on who's fighting and for what.



This is supposed to be a boxing match, not some tacky Soho strip club. Still, it all adds to the mood!



It may not look much but it's what everyone's after — the heavyweight championship of the world!

IT'S A KNOCKOUT!

Here comes the wind up, Toney leans back to prepare for one of his special punches!



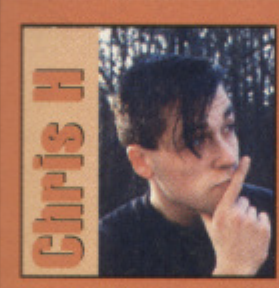
LaMotta sees the fist flying through the air but there's simply nothing he can do.



James 'lights out' Toney outscores the very tired Graziano with constant jabs to the head.


A mighty power punch sends the great Sugar Ray Robinson backward. Will he ever get up from that?

'A ring master'



Boxing games have always been badly put together no matter what format. I remember encountering a sadistic machine down a local arcade where you punched the boxers via two crude metal handles that stuck out the front. I proved to be a right duffer and ended up getting my coat caught in the contraption. Did anyone help me in my afternoon of despair? Nope, they carried on throwing punches with me dangling by my neck. A decade of putrid Spectrum attempts later and what do you know? Punching comes to the SNES. *LOTR* is by far the best boxing game yet on the system (though that's probably because it's one of the first) and an excellent outlet for aggression. The immediate effect the game has is the punches themselves — land a fist and the receiver exhales a painful grunt while blood flies from his conk. Stringing together a series of successful punches results in an even more satisfying wheeze from the opponent who throws back his arms in agony with yet more blood spurting. Watching the pictures of the boxers deteriorate is excellent, it's just a pity these aren't on the actual sprites — seeing your opponent's trashed mug is a real incentive to knock the teeth out of them some more. *LOTR* falls down the stairs between rounds where you regain an obscene amount of energy, unfortunately none of the seconds, presumably responsible for your recovery, are seen on screen the boxers just shimmie off to the side and reappear all healed up. These miraculous recoveries unfortunately make solo play tedious — all too often computer players are saved by the bell and when this stretches to an arduous twelve rounds fatigue, eye strain and general nausea set in. However, it's the best boxing game to date and on that alone I award it a healthy mark. Voila.

81%


Overhead super punch: deadly, but easy to see coming as it takes a huge wind up.


Sliding super punch: well disguised but not as powerful as the overhead.


Uppercut super punch: the balance of the two, offers average power and wind up.

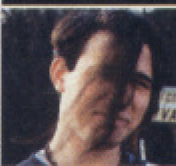

It hits him squarely on the chin and knocks him sprawling toward the canvas.


The ref begins counting but it's merely a formality — it's 'lights out' for LaMotta!

Final analysis

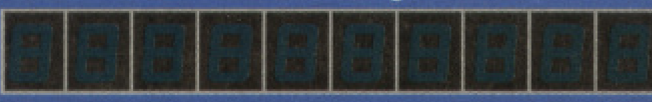

"The best boxing game on the SNES by a long way! Brings hours of fun in two-player."


"Great graphics and sound coupled with a good lasting challenge make this a world class contender."


"You can almost feel the punches connect and the blood and sweat make it a lively game."

Final day score

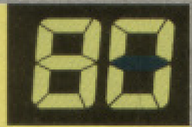
Chris H — Won Legends Tournament





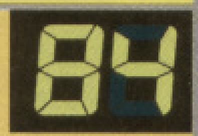
Addictive gameplay keeps this ahead of *Top Gear* but despite a late flurry loses on points in the last round to the classic *Super Tennis*.

Sound



Great title track sets the mood perfectly and the sound effects are good but a little repetitive.

Graphics



Big sprites and smooth animation give a good overall look, though they look a little outdated.

Playability 93

From the moment you pick up the pad and string one or two combos together, you're hooked...

Lastability 92

Because there are so many modes of play with a well graded difficulty setting, you'll be playing for hours.

Force factor

Quite simply the best game of its kind on any format. Plays like a butterfly, stings like a bee.











Platform

Producer........Gremlin
Supplier........Gametek

Price........£44.99
Status......Official UK Release

Players........1
Lives........5
Continues........3-5
Extras........Password System

What the makers say…

Zool really is the biggest, fastest and most exciting platformer you can buy on the SNES. Be smart — back Zool!
■ Gremlin

Controls



Button	Action
Green	Fire
Yellow	Jump
Blue	Nothing
Red	Fire
L	Spin Attack
R	Flip

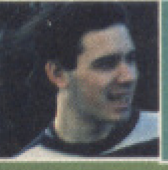
First impression



"The graphics benefit no end from a superior palette to the Amiga or MD's."



"Oh whoops of joy, another computer conversion. Bore, bore, bore."



"A pixel perfect conversion, the only problem is I hated the Amiga version!"

First day score

Will — Level 3.1

265580



The interstellar cosmos dweller leaps onto the SNES using the Amiga as a trampoline — now *you've* got the chance to save the Nth Dimension…

Be warned, this Nth Dimension place is a bit weird, not the ideal concept for your average 'eat, sleep, watch TV' shmoe. It exists unseen all around us, stretching out to the farthest reaches of infinite space and on every planet in every galaxy. It is the embodiment of imagination, creative thought and positive energy, where all new ideas and embryonic genius are formed.

The real challenge comes in finding all the secret sections and hidden goodies which abound.

The Nth Dimension is under constant attack from the evil non-entity Krool and his drab henchmen. They wish to destroy Zool's home plane and halt all creativity, to stop any positive action, thereby turning all of space and its contents into a dull and boring, featureless void. Their powers are humongous — when toast inevitably falls butter side down, your keys disappear for a week, the train leaves *early*, you know they've had a grey-gloved hand in it.

Zool? Wasn't he…

Luckily for us, the Nth Dimension has a champion sworn to thwarting Krool's tedious plans and keeping everything bright, namely that alien ninja who looks nothing like an ant in green tights and mask ensemble — Zool. We join him in his unending mission as things have taken a turn for the worse — his magical spaceship has crash-landed on an uncharted planet where Krool has already struck and everyday objects have become ruthless killers, thanks to his non-imaginative power.

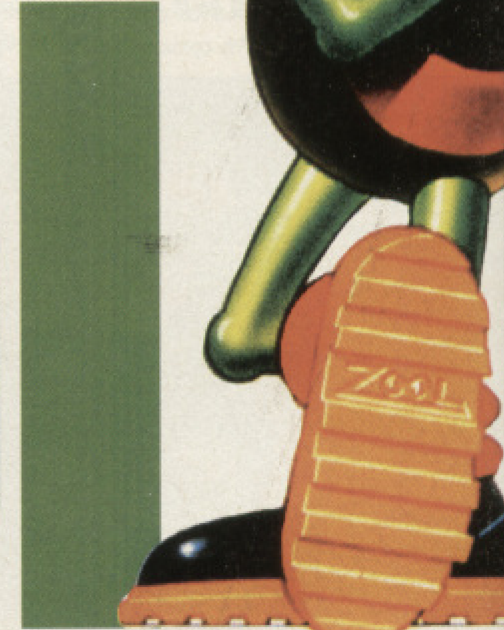
Our intrepid hero relies on his martial arts skills to survive, a modified version of the ancient Japanese arts which would make the original Samurai drop their katanas in surprise (?!!). He can, of course, run and jump as well as punch, kick, shoot magic projectiles, climb any wall, monkey climb and swing hand over hand across wires and ropes, with a vertical spinning jump thrown in for good measure. When [LEFT] is pressed in mid-air, ol' insectoid folds arms across shiny beetle abdomen and spins to the ground a la Dhalsim's Drill Attack, spraying any shots fired randomly.

Zool's powers are amplified by collecting the gaudy icons hanging around in each zone, amid clusters of points bonuses in the shape of aptly sculpted icons (ie sweets in sweet world, headphones and CDs in music world etc). Old fashioned black bombs trigger deadly smart bomb flashes when collected, plus the ever-useful shield and bonus time icons. A black and white 'Z' in a coin creates a shadow-Zool which follows him everywhere, the main advantage being that two magic shots are fired for every normal one.

…the baddy out of *Ghostbusters?*

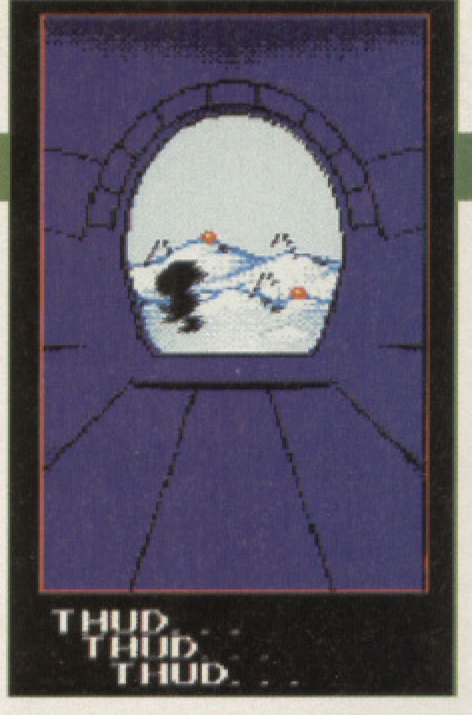
As you'd expect, there are plentiful 1-ups to search for and a wicked improved jump, activated by grabbing the segmented up arrow.

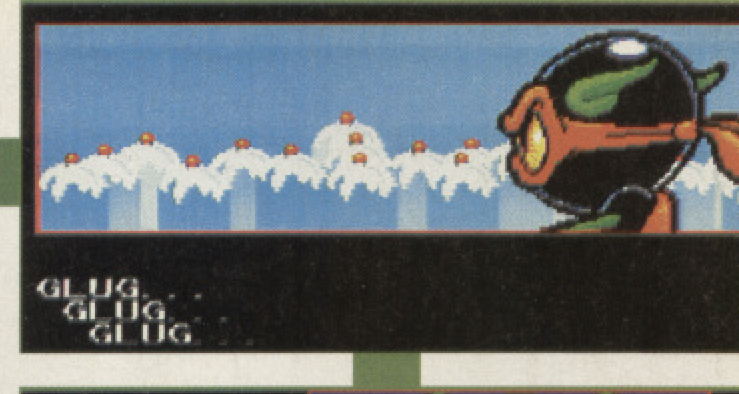
Seven immense levels await the undaunted alien, each comprising of four separate stages and the final one being guarded by one of Krool's more senior minions, put to work as an end guardian. While it isn't incredibly difficult to collect the required number of icons and locate the giant gold star to exit a level (with the aid of the often confusing pointer arrow), the real challenge comes in finding all the secret sections and hidden goodies which abound in every stage. These are sometimes concealed behind demolishable walls which fall only when ▶

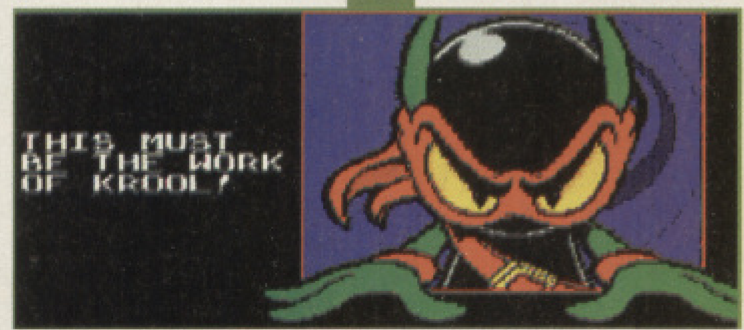












COSMIC CREEPS

They lurk around every corner, everyday objects gone bad. Honest, it's worse than Hayward's fridge!


The cymbal is a right floating pain, it bobs, it weaves, it ducks and it dive-bombs without warning. Definitely not music to your ears!


This little fella's a spotted jelly, although he could easily pass for Mr Blobby's next of kin. Wonder when his hit single is due out?


Ever wondered how the Flight of the Bumble Bee goes? Zoom onto screen, pause for two secs, go like the clappers for the ant in the mask!

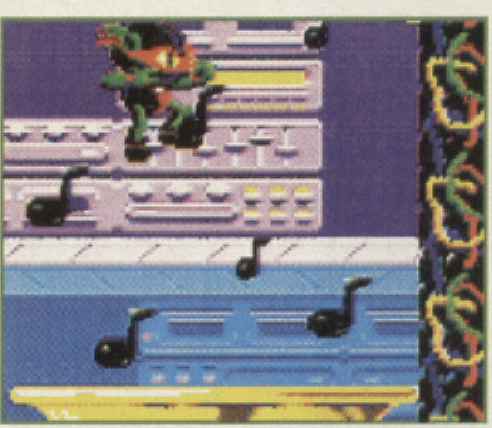

This appears to be a cake garnished with spikes, it crawls up walls and can *either* be stunned, killed, or eaten with a nice glass of sherry.


Bertie Bassett's second cousin, a caustic confectionery who poses *allsorts* of problems with speedy missiles.


These Music World violins are real fast, you're lucky this one can't get away due to being impaled on Zool's left ear.


Bongo drums are well 'ard. They head toward Zool on sight but can easily but stopped with a quick blast in the back.


Remember the little bloke above? Well, this is his brother, and he's not too happy with Zool bullying his relatives...

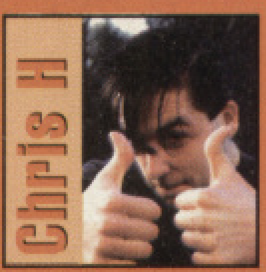




Left: music is the food of love... it's also the elevator of Zool and the easiest way to get around Music World.

Right: it's a slippery slope. Once you've started sliding you won't be able to help showing off your skills.

'Big dimensions'

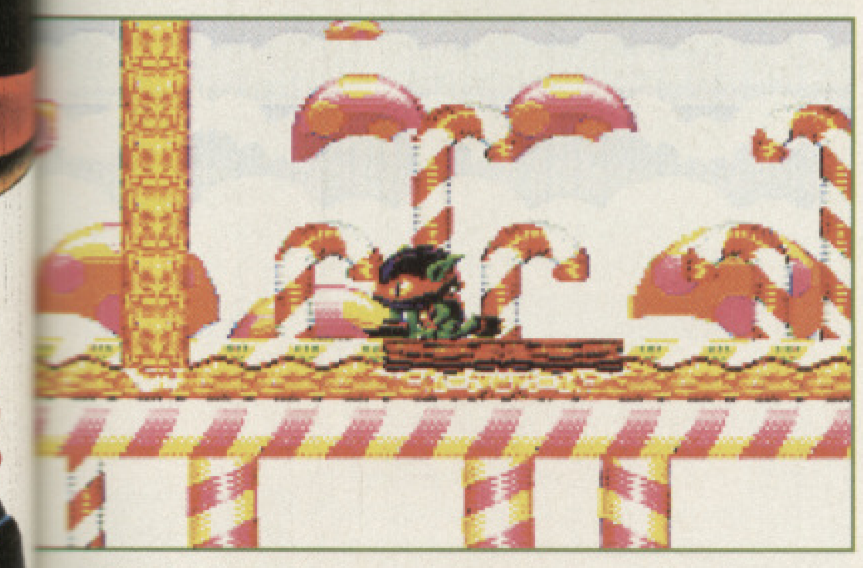


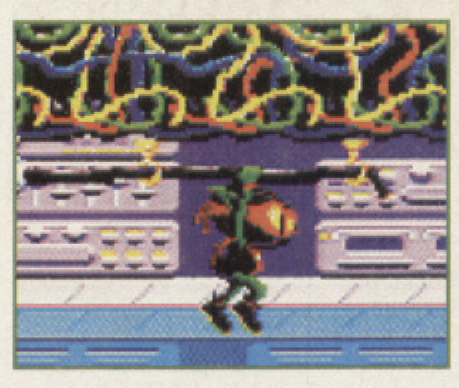
Zool's certainly changed over the years. The last time I saw him was in *Ghostbusters* where he lived in a fridge terrifying Sigourney Weaver — maybe he didn't get paid much. Hang on, wasn't he a dog of some kind? Dear, dear, Gremlin you could have at least included the animal's four legs, and what's with those big eyes? They belong to a cat surely? I suppose he makes a good character, though nowhere near Mario status — more of an underground hero with a cult following.

Having leapt from the sinking ship that is the Amiga market I've come across *Zool* before. Now, I'm not one to beat around the bush (it's far too cold to be outside this time of year), but this *is* better than the Commodore game — faster, brighter, better levels and a more solid looking Zool at the helm. I never did like the ninja but after playing this version my feelings have taken a sudden turn for the better. The levels are well thought out and expansive with formidable enemies and end guardians to twist the dark one's bandanna. Unfortunately you can't appreciate the speed at which Zool runs because you collide with a hazard attempting to charge around. The distance between platforms is also confounding. So many are off-screen leaps of faith, far too frequent — equalling too many deaths. But the presentation balances out the playability equilibrium: gorgeous graphics — *too* many pastel colours in places — loads to explore and pleasant tunes.

Though *Zool* has everything platform players will enjoy there's nowt fresh to warrant it for any new ideas award. Still, there's no such thing as a new ideas award so who's complaining? Not me.

85%


Balancing precariously on a log, our hero prays for safe passage from the river of fudge. Who wouldn't?


Music World's overhead bridges are in fact live electric wires, with hair-raising, sparkly blue electricity arriving every ten seconds or so.



The giant turntables slow things down considerably when they begin to spin underfoot.

'The Zool on the hill'



Having seen the hype from the Amiga version I expected the 'Ninja of the Nth Dimension' to have a little more attitude. I mean, the backgrounds on the food levels are so incredibly *James Pond* that, along with the cute enemies, they really make me want to puke. Happy little fruits and cakes, sweets with gaudy wrappers… eurgh!

Things improve no end on the later levels upon encountering the Music World and the garden of mutant topiaries, with graphics that are still cute but much more original. One impressive thing is the way the fluid main sprite never looks out of place on the o.t.t. *Robocod* levels or the more subtle and dangerous-looking ones — he's a perfect mix of the two.

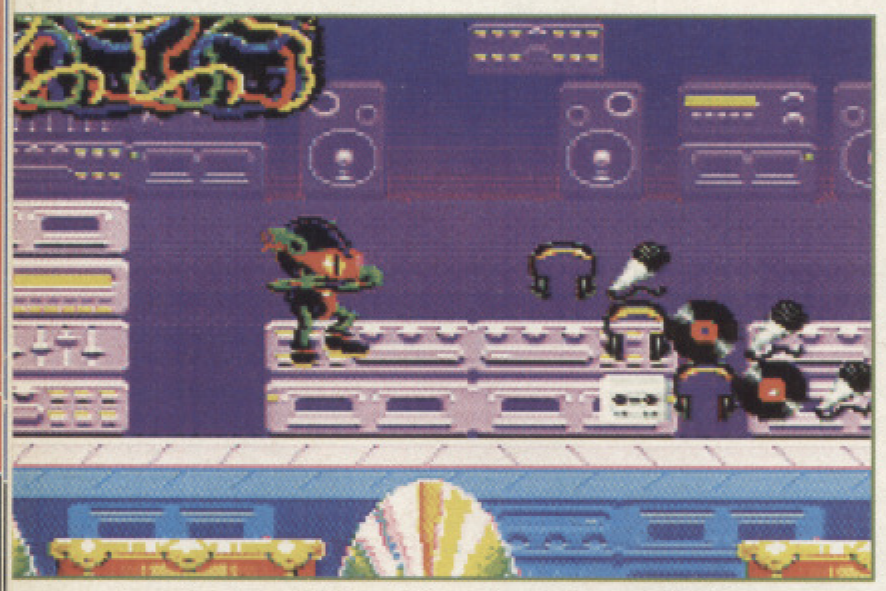
The action moves loads quicker than on previous versions and animates better into the bargain, Zool especially, he leaps around faster than Linford Christie on Lucozade, without a hint of flicker or slowdown when multiple enemies appear. Unfortunately, the programmers have gone a little overboard on these two factors, what with all the colourful, detailed levels and the speed they fly past at, there's seldom time to stop and check for bad guys. When the flying humbugs/bees zip onto the screen there's often nothing to do but crash straight into them as there's no time to fire.

The end guardians are tough but simple, running and jumping strategy fools 'em every time, and that doesn't disguise the ease of most of the levels and the subsequent need for a few more. A flashy cart with cool sonics (Simon Hill and 2 Unlimited eat your own hearts), *Zool* suffers from erratic gameplay and over-crowded screens, but that's all.

82%

punched (shooting doesn't touch 'em), or high up above off-screen platforms or sticky ledges which slow the action down, preventing you jumping until you reach the very end. And it goes without saying in a game as varied as this there are all the standard collapsing platforms and spiked walls imaginable. The quest for Krool begins in Sweet World, where cute and fluffy creatures take out their darkest evil fantasies before the demented hi-fi equipment of Music World, Tool World's sadistic spanners, nature's nastiest candy in Fruit World, all-action Shoot-'em-up World, all the Fun Fair World's weird delights, and the final terror in Toy World.

Are you alien enough to take on the mission or are you just another mask-wearing imposter? For fun, frolics and out of this world action look no further — the hero of tomorrow is here, and he's an alien ninja…



Leaping through the air like a joyous insectoid ninja, our hero spots a clutch of goodies to the right and exclaims 'oh!'



This is one angry drone. He doesn't take long to kill, though he certainly packs an attitude — dig those funky earmuffs.

GALACTIC GOODIES!

Space would be a lonely place without a large array of goodies to get stuck into. Rot your teeth with this lot...



1-UP: Don't see many of these. Betcha can't guess what it does!



Spinning coin: appears at the end of the level, just jump on it to exit.



Hearts: bash them evil critters to replace one third of Zool's health points.



Clock: got the time mate? This adds vital seconds to the short limit.

Restart point: punch this icon close-up to activate it .



The dark side: the ninja's unseen side is unearthed when he collects this.

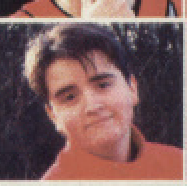


Begone, foul harbinger of confectionery doom! Busy bee sinks slowly to a sticky end.

Final analysis



"Could've done with some variation, but still a must for 94's April Zool's Day."



"How many Amiga conversions must we suffer? Zool is nothing more than average."



"Zool is by no means a bad game — although the gameplay is outdated it still offers fun to fans of the genre!"

Final day score

Will — Level 4.3

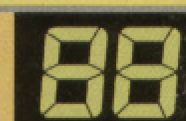




Competition's tough in the platform league, and *Zool* just misses the boat due to its limited lastability.

Sound


Chart-rave tunes with some good, subtle use of samples and kickin' rock tracks.

Graphics


Masses of colour, bags of sprites, too much quality animation to shake a stick at. Lovely.

Playability


The action's so fast you'll die if you dare blink. It's frantic fun while it lasts.

Lastability


With a couple of new additions from the Amiga, it's a little too quick for its own good, and a touch short.

Force factor

Loads to do in this Amiga port-over. Pacey platform perils and blinding backgrounds abound.



Interstellar Caring Fella?

We reckon we've got a bit of a scoop here, because Ninjas aren't widely renowned for their kindness and generosity. When was the last time you saw Sub-Zero helping out as the local school lollipop person, or Scorpion doing voluntary work in the old folks' home? Far too busy creeping about and being expert shots with throwing stars and deadly blade thingys. Can you imagine a Ninja co-hosting a telethon with Terry Wogan, or guesting on some charity Gladiators event — it'd be carnage.

Yet there is one such super-efficient, undetectable killing machine who'd make Esther Rantzen proud. His name is Zool and he really does have a Heart of Mould (or something). With admirable, if slightly misguided good intention, the stealthy Cosmos Dweller slipped unseen into Gremlin's main office and stole a load of cash and a box full of stuff to give to us to give to you, and on the way to Ludlow, he spent the cash on a brand new SNES. He didn't know he'd done anything dodgy, he just wanted the kids to be happy. So we have...

- First prize: a SNES and copy of *Zool*
- Two second prizes of a *Zool* cart
- Five runners up gifts of *Zool* T-shirts.

Gremlin probably won't be too pleased when they find out, but we're sure their hearts will melt at our story of how Zool was only trying to help. Even so, better get this lot out the building quick, so be sure to return the coupon below to us before March 30th, at this address: 'Zool's Gold', SNES FORCE, Case Mill, Temeside, Ludlow, Shropshire, SY8 1JW. Rumours of Jon Bruford having been seen loitering outside Gremlin in green tights and red mask are entirely unfounded, we assure you. ■





What are you waiting for? All you have to do to stand a chance of winning these great prizes is simply fill in the coupon below. Get scribblin...

1) According to a well-known Nth Dimension proverb, which of the following are easily parted?
a) A Zool and his money.
b) A Zool and his hair.
c) A Zool and his legs.

2) What's Zool's arch enemy called?
a) Yule.
b) Krool.
c) Stool.

3) Zool started off life on the Amiga, but where is he now?
a) He's in Abergavenny.
b) He's in the Belgian navy.
c) He's an arcade game.

4) Where is Zool allegedly from?
a) The 7th Dimension
b) The Nth Dimension
c) Ludlow

Name ....

Address ....

....

.... Postcode ....

Age .... Telephone number ....

The editor's dwelt in interstellar cosmos far longer than anyone cares to remember, so his decision is final. If you don't want to receive mail from other companies, tick the box ❐



Shoot-'em-up

Producer........................*Irem*
Supplier.............*Zap Games 0532 590077*
Price.......................... *£44.99*
Status........*Japanese import*

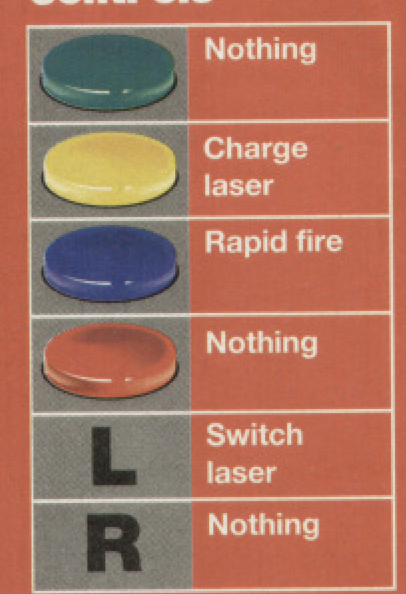
Players......*1-2 (not together)*
Lives....................................*3*
Continues..................*Infinite*
Extras...........................*None*

What the makers say...

One of the best shoot-'em-ups ever goes one step further — *R-Type III*, the *ultimate* blasting experience.

■ Irem

Controls



Button	Function
Green	Nothing
Yellow	Charge laser
Blue	Rapid fire
Red	Nothing
L	Switch laser
R	Nothing

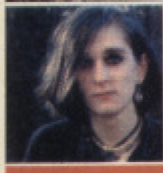
First impression



It's *Scramble* from the arcade! Oh. No it's not. Looks darn fine though!



Furious blasting action, shame about the infinite continues.



Super R-Type was bilge but this looks incredible. Such twinkling graphics.

First day score

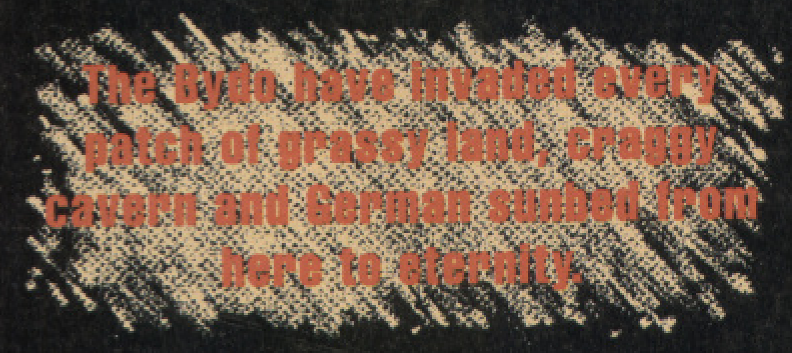
Chris H — Last Sector

R-Type

SNES FORCE **Recommended**

According to modern myth, lightning never strikes the same place twice. Well hold your breath — it's about to strike three times...

Deep in the heart of the galaxy, past the shiny wrappers and the dreamy milk chocolate lies the Bydo Empire, a legion hell-bent on bending Hell, Heaven, Earth, Mars, Jupiter — the entire universe. Craving to rule the galaxy, the Bydo have invaded every patch of grassy land, craggy cavern and German sunbed from here to eternity — that is, apart from your house. And deep within your garage behind the old bikes,

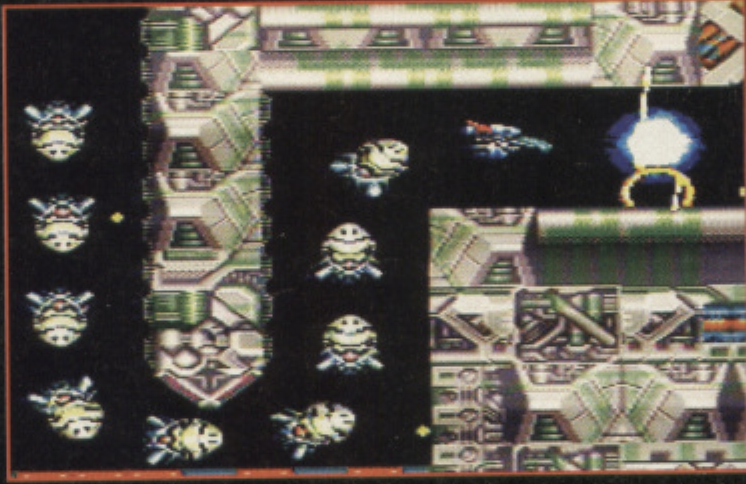


pots of paint and old shoes lies your pride and joy — a spaceship. So, when you hear the Empire are about to arrive in your neighbourhood, you wheel out the craft and ride off into the skies to say 'how do!' to the Bydo.

Warping into a Bydo-infested area you get the chance to select from three Force devices — flying weaponry droids which accompany your ship. These either float



Putting the remote firing droid onto the back of your ship is a top idea and means attacks from behind are easily foiled.



Arrrrggggghh! Being chased by a gang of marauding aliens is not a pleasant experience, ask any spaceship captain.

beside your vessel simultaneously firing when you do, or can be locked on to the front or rear of the ship for precision aiming. They're invaluable in your bid to save the universe, and there are three varieties. Though different in terms of firepower, they have one thing in common — ploughing through the enemy is a lot easier with them.

Forces are increased in strength by collecting power-ups left behind by trashed enemy craft, enabling each Force to have multiple attacks.

Type cast

Round Force is an effective four-way laser assault cannon. It is transformed into a deadly fighting buddy by collecting power-ups, including the devastating laser reflect which ricochets high-octane bolts off any dead object into Bydo scum.

Shadow Force is equally powerful and visually the strangest upgrade. Collect a couple and two frog spawn-like shooting buddies appear around your ship to help out. Finally, there's the deadly sphere of light known as Cyclone Force. Resembling a small Saturn, Cyclone has excellent fighting Forces awaiting investigation including Through Laser, Splash Laser and the ▶

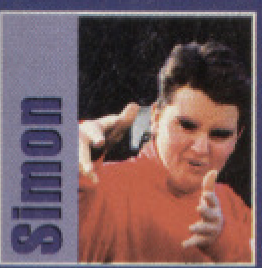


Take a look at that background, it's amazing. Don't get transfixed though because those aliens don't waste any time!



The empire's vegetation-populated planet is infested with all manner of ship-eating plants.

'Potential shoot-'em-up of the year!'



It's back, the game that would never die! *R-Type's* been around for years now, there have been so many sequels I've lost count (You always did have trouble getting past two! — Ed) — this is the second time it's made an appearance on the SNES. The first game was released at the same time as the SNES itself and it was a huge disappointment, suffering from appaling slowdown. *R-Type III*, however, makes no such mistakes and is a serious contender for 'Shoot-'em-Up Of The Year'!

In the visual department, *R-Type III* excels. Crisp, well defined graphics are the norm and to be honest they wouldn't look out of place in an arcade. Level one is a perfect example — the ship enters a tunnel area and the parallax scrolling is amazing. The colours are also top notch — each stage has its own look and palette of colours. Not only this, there's amazing attention to detail and as a result the ships and other sprites — particularly your vessel — are amazing. Sound is also excellent, with the usual blasting and exploding spot effects creating a great atmosphere. The music isn't too bad — usually in shoot-'em-ups it only serves to infuriate you further.

There are also loads of power-ups throughout, and anyone who's played *R-Type* will certainly recognise some of them — there are even a few new ones included to keep you guessing!

All that lets *R-Type III* down is its difficulty — or lack of it! Because it has infinite continues, it's possible to finish it in a few days. Basically, this is the best shoot-'em-up since *Super Empire* and it's going to take something pretty special to beat it. At this early stage of the year, that's high praise indeed!

89%



Lavish backgrounds are the norm in this top blast-'em-up but don't sit around gawping!



Tricky to say the least! The three legs rotate and you've got to move with them and not get hit!

USE THE FORCE

All you could ever need for bashing those Bydos is at your fingertips but remember, choose wisely!



This new force gives a screamingly wide laser base that sprays out in four directions clearing the path ahead. Shame it's so weak though.











Another force power-up, great for power but lacks range and variety. Trust us though, it'll get you out of many a tight situation.







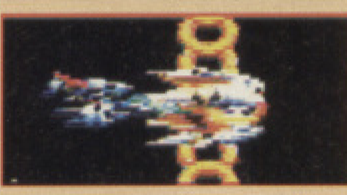




The original force power-up from the earlier games is here and it's as good as ever — those circle lasers are still unstoppable.

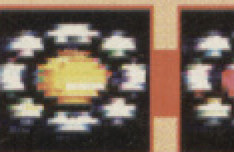














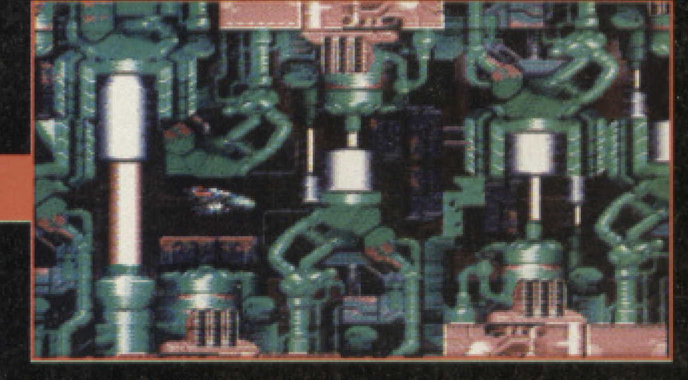
The various different coloured icons, awarding one of the many power-ups above depending on your chosen Force. Cheap at twice the price.



Watch out — those voracious, huge hoovers have one hell of a suck!



One minute you're flying along in your brand new R-9 Turbo, the next you're being squashed by a huge press!



Raging against the machine is no easy task, specially when the hulking thing's trying to squash you!

'Third time lucky'



Lightning! God no! Quick, everybody inside, come away from those trees and stop meandering in those fields — don't you know that getting struck could be dangerous? I once saw someone get struck by lightning. Not the freak electrical lightning but this big chap down the pub called Lightning Len and by bonnets was he fast. Anyway, back to the issue at hand — *R-Type III* is the best shoot-'em-up to appear in a long while and is much, much, much better than that shambles of a game *Super R-Type* that surfaced at the same time as the SNES. Standard space shoot-'em-ups are very limited so for one to poke its winky from out the pack nowadays takes a big effort. *R-Type III* has opted for stacks of power-ups as its main punter-puller and it works a treat. With a choice of three mechanical buddies to choose from and a further wealth of power-ups for each there's big variation in fire-power. This attraction is aided by the craft's own firing abilities and the way the Forces can be propelled forward, so there are a lot of weapons to mess with, the game's biggest appeal. Everything's been tweaked, with the minutest of enemies laden with detail and it's good to see Mode 7 used to full effect. Another pleaser is the way enemies act. Unlike games where the opposition remain unharmed unless you hit them, *R-Type III*'s characters get crushed by pieces of metal, each other's bullets — one mega robot is so busy firing at you he doesn't see a bulk of space debris approaching at an insane speed and consequently collides with it — hah, hah! But the grapes turned sour when I reached the end after only a few days play thanks to the infinite continues, and as there's no difficulty adjustment I question its lastability. No I don't. It's getting late, I want to go home and the last thing on my mind is to question a cartridge. Basically, if you like shooting aliens you'll like this — sweet.

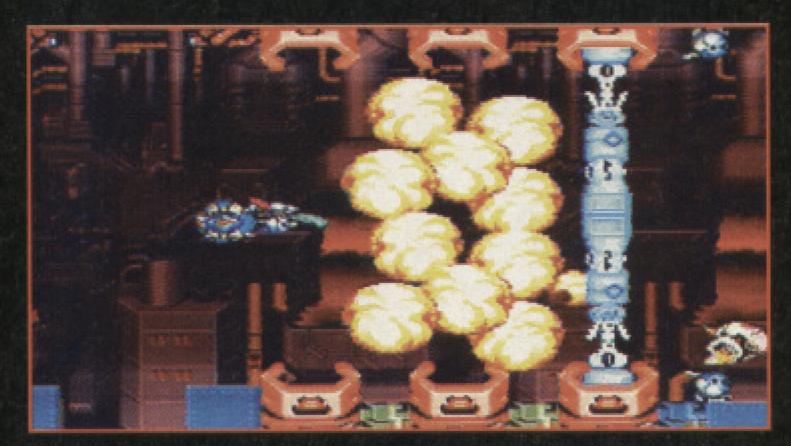
83%

mighty Capsule — perfect for slicing through waves of enemies. The Forces are not only superb for reeling off intense firepower but can be catapulted into the enemy — excellent for reaching those hidden baddies normal cannons can't reach. They also act as a shield, absorbing most bullets fired your way.

Type writer

As well as Forces, your ship has an impressive arsenal of firepower. The main cannon looks weedy but can be charged for larger beams of soul-destroying energy. Power up the Beam gun and a small meter at the bottom of the screen indicates the shot's power when released. Charge for long enough and the gun produces a massive burst of blue fire few enemies can survive. But that's not the end of your ship's capabilities, there's an even deadlier piece of equipment known as Hyper. A quick press of [R] switches from Beam to Hyper mode and if you charge this chunk of technology get ready for serious power-up action. Lasers scream out from all directions and form a wave of protection for your ship. Your normal gun now fires off mega shots of Hyper fire but don't delay — going Hyper overheats the engine often leading to momentary weapon failure, the last thing a pilot wants in the middle of a dogfight.

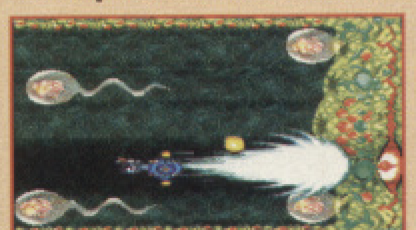
Over a series of enemy-infested terrain (there aren't levels as such, it's one big fight from beginning to end) the Bydo Empire's minions appear in many forms — mechanical lizards, mutant spacecraft and a host of rather large boss characters wanting to chew your tendons. Have you got what it takes? Can you take back what the Empire have taken? Then take it away...



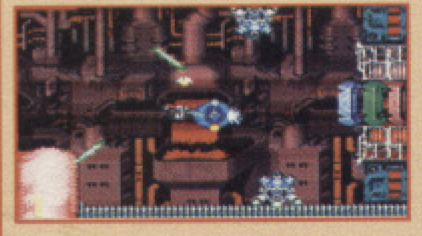
These balls take loads to kill and temporarily block your way — however, one good shot and they disappear!

BOSSY BOOTS

There's a ruck of alien scum out to get you. Here's a sample of what's ahead...



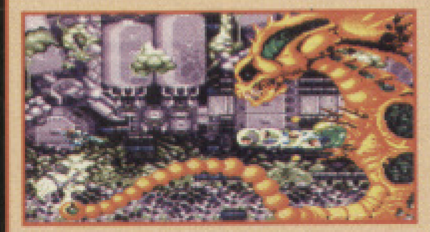
The giant slime wall has a main eye to attack when open. Also avoid the sperm-like projectiles!



The weak point is the middle section, so be sure to give this some fully powered up welly.



Very tricky — the boss moves along on a track and the whole screen rotates on its own.



He's back! The boss from the original game has returned to gain revenge.

Final analysis



"Wow! Groovesome graphics and sexy gameplay — a veritable go-kart among baby buggies."



"Well I never! A vast improvement over the wondrous *Super R-Type*, shame about the difficulty."

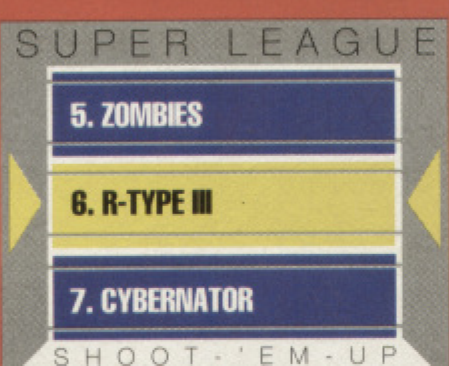


"Everything about this exudes quality especially the power-ups — way too cool."

Final day score

Simon

FINISHED



Infinite continues means *R-Type* just can't compete with the challenge set by the huge *Zombies*.

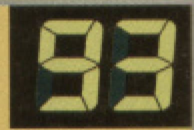
Sound



91

The sound effects enhance the game loads and even the soundtrack's a corker!

Graphics



93

Stylish, sharp and very colourful, the animation is something to behold.

Playability



92

Instantly addictive due to it's simple nature. Once you start you can't stop!

Lastability



81

There's plenty of levels to discover but the infinite credits take some of the challenge away.

Force factor

A truly classy shoot-'em-up, just a shame the challenge isn't that bit more solid. Well worth a look.



89



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Impact Mar

ClayFigh



Beat-'em-up

Producer........Interplay
Supplier........Zap Games
0532 590077
Price........£54.99
Status........US Import

Players........1-2
Lives........Status Bar
Continues........Infinite
Extras........None

What the makers say...

Whether you're playing or watching, you're going to have a great time with a whole lot of laughs! ■ Interplay.

Controls



	Weak Punch
	Weak Kick
	Medium Punch
	Medium Kick
L	Hard Punch
R	Hard Kivk

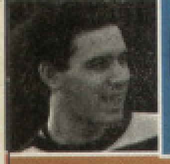
First impression



It's goo-tastic! Great graphics and super digitised graphics — Elvis lives!



Ooh, get a load of this! Pretty cool 'claymation' and superb sound.



ClayFighter, clay, clayfighter... dig that groovy intro tune.

First day score

Chris H Medium

FINISHED

Forget the innocent face of Morph, the sweet giggle of Pingu and the funny capers of Wallace and Gromit, clay has grown up and it's learned how to fight...

How do you construct a humorous review concerning clay? Well, you could write about the love scene in *Ghost* where Demi Moore and Patrick Swayze get to grips with a lump of mud, or one about a seedy London club where butch women get all dirty and... erm... Well, we're going to take an alternative route in describing the ins and outs of this latest beat-'em-up from Interplay — we're going to use hypnosis.

In order to get truly hypnotised you first need to relax. So sit back and close your eyes (make sure you're somewhere safe though, don't sit in the middle of a road or on a concrete bench). Let all your worries slowly slip away like the poignant moment in *The Poseidon Adventure* where the leading hero lets go of steering wheel thing and plummets to his doom — slow yet controlled. Take a deep breath and gently exhale. Ahhh. Now, picture yourself in the middle of a big tent, a circus tent with lots of crazy acrobats and exotic animals and a big fat ringmaster called Boris the ringmaster.

> There's Bad Mr. Frosty — a bulbous snowman who always thinks cool, and Blue Suede Goo, a dodgy Elvis impersonator.

Mud in your eye

Now you've envisaged this scene imagine a big fight going on between two monsters made of clay. Got it? This is the spectacle that is *ClayFighter*, where the combatants are digitised clay figurines.



On the left, Taffy, a Dhalsim-stretchy strip of toffee who can punch faster than our screenshot computer can take shots.



Battle of the unfortunately named fighters, Round One: Ickybod Clay versus Bonker. Oh dear!

Having visualised this, imagine a further six characters to select from to partake in a series of one-on-one bouts that make up the *ClayFighter* tournament. There's Bad Mr. Frosty — a bulbous snowman who always thinks cool, and Blue Suede Goo, a dodgy Elvis impersonator complete with large whiplash fringe. They're joined by the hilarious Taffy, in who elastic band meets stringy candy, Bonker, a clown with a devious smile on his mush, and Helga, a large lady with large horns. Completing the insane line-up are the unnerving scarecrow ghost Ickybod Clay, Tiny — contrary to his name this is a meaty mud wrestler — and the aptly named Blob, a dollop of clay that transforms into whatever it chooses.

Feeling drowsy? Well, let plasticine thoughts fill your head while you listen to some of the crazy special moves these muddy goons can pull off. The majority of specials are activated using joypad combinations in a similar vein to *Street Fighter II*'s (Ryu's fireball technique crops up a lot along with Dragon Punches).

Richard Clayderman

Of course, in true *ClayFighter* tradition, specials are a little wackier than *SFII*'s. Helga, for instance, hollers at the opposition with shrill sound-waves rumbling off her waggling tongue. Bonker somersaults across screen slapping those in the way with his limbs while the Blob barfs up a globule of greasy glue. Every successful clammy clout affects the fighter's energy bar and when this is completely erased the victor performs a bizarre winning salute while the loser bows out of the competition in an equally weird way — Mr. Frosty explodes on losing while the madcap clown Bonker points to his prey chuckling upon winning. ▶



Innapropriate though they may be, the comic-strip visual sound effects add a neat little touch. Slurp? I ask you...

ter

CLAY CREATIONS

It's a tough old world, and if a ClayFighter's gonna survive, it needs some fancy moves. Here's the lowdown on the way of clay.



'Duh, where'd he go?' dozes snowman, as the confectionery attempts to hide his Welsh roots .





Above: Blanka has a head-bite instead of a throw, does he? Not to be out done, the Blob opens wide…

Left: …and gobbles his opponent whole. Don't try this at home, kids — clay tastes like old pants!



'I'm bad, I'm cool, I know I'm cool!' growls Bad Mr Frosty at his hated opponent, himself.















'Chun Li's old scraggy tights'



Great Unanswered Questions-that-keep-Will-awake-at-night-pondering-them Numbers 256-260: what is uxoriousness? How many jokes have you missed the point of and never noticed? How many gnomes would it take to fill the Taj Mahal? Why can't the carts that are funny and original be brilliant games too?

ClayFighter is a better example than most, although it suffers from serious over-hyping. As with *Claymates*, we were lead to believe that this new 'Claymation' animation would lead to stunning digitised-effect graphics with fluid sprites and *everything*... only to be presented with the above average but not breathtaking. Anticlimaxes aside, this is still not just your average one-on-one beat-'em-up. The humour and slapstick action are hilarious, and the graphics sequences on special moves are funny, but it's the sonics that tip this over the edge and into the hysterical. From Blue Suede Goo's clichéd battlecries to Ickybod's disturbing, burbling laugh and Frosty's gravelly gloating, you'll be playing for hours just to witness all the moves.

The comedy violence should be applauded too, becoming a boot and stamping on your opponent isn't as satisfying as ripping out their spine, but it's close, and let's face it — it's all we're gonna get, Nintendo can't touch 'em for it.

The game may be similar to a less thoroughly thought out version of the original *SFII* (ie you can win on *Easy* using two moves) and only three difficulty settings seems stingy after all the other beat-'em-ups followed suit with seven, but I'd still recommend *ClayFighter*. In terms of entertainment value, it just whips all competition with Chun Li's old and scraggy tights.

This isn't as predictable as the other 95% of SNES games, it jumps on the bandwagon only to take the mick out of it, and so deserves praise for sneakiness and originality. To quote the pre-match sample, it's an ex-trav-a-ganza-a-a-a!

86%

Is your imagination running wild yet? Can you see the digitised creatures scrapping amid your thoughts? Well, the object of the game is to defeat the other fighters (including a carbon copy of your chosen character) and go on to confront the dreaded big boss — a ring of molecules which is probably the strangest opponent ever seen in a game.

They of mud come from seriously warped landscapes and these are visited when you fight the respective character. Mr Frosty hides out with his penguin mates in a deserted ice park, Bonker roams in a slapstick-laden landscape, Taffy lurks in a glutton of sticky toffee, a haunted mansion is home to creepy Ickybod and a swamp is the appropriate abode for a certain Blob.

Now when you read the word 'SNAP' you shall wake up from your *ClayFighter* dream and remember every intricate detail. SNAP. And they say Paul McKenna is the greatest hypnotist.



'Come on baby, I dig big chicks!' Mr Frosty has an obscene way of flexing his big, wandering hands and grinding his hips when bear-hugging.

'Stick in the mud'



Clay fighting? What, like mud wrestling? Two bodies grappling with each other in a pit of clammy mud? Have Nintendo finally decided to shed their conservative views on moral standards and let it all... hang out? Nah, they wouldn't... surely?

(Silence as the game is switched on)

What in the name of Harry Secombe is this? It's all bloody plasticine characters! Where's all the flesh and risqué camera angles, where's the crowd full of old men trying to get a decent view? I don't know, this spate of good, clean games has gone too far — the kids of today are going to start copying it and living lives without any vice. Absolutely shocking!

Anyone expecting *ClayFighter* to be a new generation in beat-'em-ups is going to be sadly disappointed, the graphics don't look digitised (a hint of grain is the only clue that they are) and the backgrounds are pale and bedraggled looking.

Yeah you can hit funny bits of clay and they speak in amusing tones, but after the novelty has worn off Uncle Boredom knocks on the door. At least the fighters have individual characters, not blatant Ryu clones with 'haddock' moves and so forth. I find Ickybod Clay genuinely disturbing and no *Street Fighter* has had such an immediate effect on me. But you can't just like a game because a ghost has an unnerving laugh (unless you're a laughing ghost fanatic and collect memorabilia of laughing ghosts) and for me the fun quickly died.

Clay Fighter is a mild laugh but the graphics aren't anywhere near as good as promised. When this is basically what's going to attract crowds, people with minds are going to wander off and do a bit of shopping.

71%

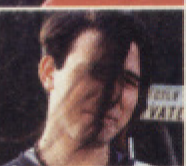
Final analysis



"When the initial humour starts to wear off gameplay can become a little repetitive."



"Not bad. A little slow, but plenty of original characters make for a nice bit o' fun indeed!"

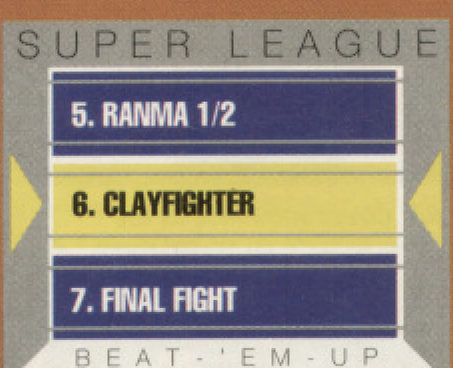


"...*come and fight me if you caaaan*. Sorry, but the tune is far and away the best bit about the cart!"

Final day score

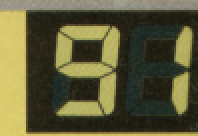
Simon — Difficul

FINISHED



CF's novel twist places it ahead of the main herd but trailing the race leaders thanks to limited playability.

Sound



Jolly tunes and clear speech samples, especially during the Miami Sound Machine-esque intro song.

Graphics



Full marks for innovation and imagination though the 'claymation' won't be everybody's taste.

Playability



Experimenting with special moves will keep you busy but sometimes a simple punch is just as effective.

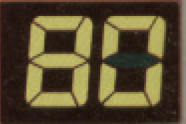
Lastability



Silly and mindless with laughs to be had along the way. Better than a lot of SF clones.

Force factor

What appears to be a beat-'em-up with a twist evolves into a standard fighter with a mad sense of humour.





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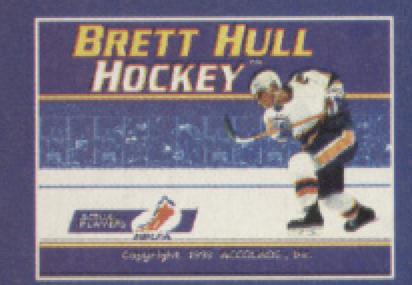


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Sports

Producer........Accolade
Supplier........Accolade

Price........£59.99
Status.......Official UK release

Players........1-2
Lives........N/A
Continues........N/A
Extras........Password, replay

What the makers say...

The new standard to work to for an ice hockey sim. Superb use of Mode 7 and digitised speech puts *Brett Hull* in the 'must have' league.
■ Mika, Accolade

Controls



(green)	Pass
(yellow)	Tackle/ shoot
(blue)	Change player
(red)	Nothing
L	Nothing
R	Nothing

First impression



Hull's sorted my hockey hugger-mugger. A real humdinger.

Americans, eh? Put 'em on ice and beat them with sticks.

Dig that funky ice — no! Don't! Someone could fall and hurt themselves.

First day score

Si Beat Pittsburgh

5-1

Brett Hull Hockey

Over the past few years it's fair to say there's only ever been one decent ice hockey game. All that's about to change though as new challenger skates into the rink...

Sporting an all-star pedigree and some of the most impressive speech and presentation witnessed to date, Accolade's *Brett Hull Hockey* is poised to take the world of ice hockey by storm. For those unfamiliar with the roughest and toughest of sports, Brett Hull is one of *the* hockey elite. The St Louis Blues right wingman is the Ryan Giggs of the Nation Hockey League, chalking up more goals than anyone else. He was voted the NHL's Most Valuable Player in the 1990-91 season and brings all his playing expertise to the action. But he's not the game's only star. Stealing the show with his endless stream of verbal witticisms is America's EMMY winning sportscaster Al Michaels. Anyone who watches NHL Hockey on Sky TV will be familiar with Al's inimitable brand of commentating and his classic one liners such as 'Yow! That's gotta hurt!' or 'Wow! He just gets nailed.'

If drama and intense action is more your kind of brew, take on a mate in a shoot out.

At the title screen there's the option of launching straight into the action or continuing a season or play off by entering a password. Choose a new game and you're confronted by a wealth of options. First choose the type of game. Exhibition is a one-or-two player match played over three periods of either 5, 10 or 20 minutes. Play offs take you through the post season toward the NHL's ultimate prize the Stanley Cup. Die hard fans can choose the real life 'best of seven' games option while the less committed can enjoy the cut down 'best of three.'

If you like the sound of the play offs, check out the season option.

Played over either 11, 42 or a monstrous 84 games with a password after each, this'll keep even the best of stick handlers going for months. If drama and intense action is more your kind of brew take on a mate in a shoot out. With just the keeper to beat, skate down the ice, send him the wrong way with a fake then launch the puck into the top corner — sounds easy, believe us it ain't!

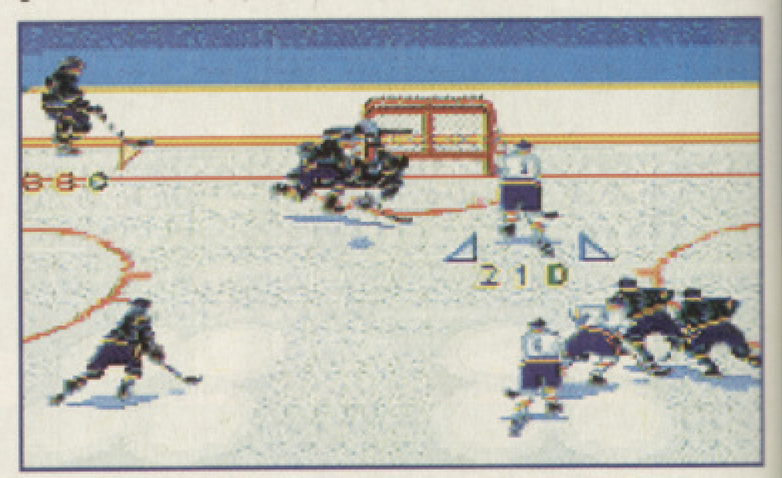


A 'face-off', used to decide who gets the puck after an intermission or even fight break!

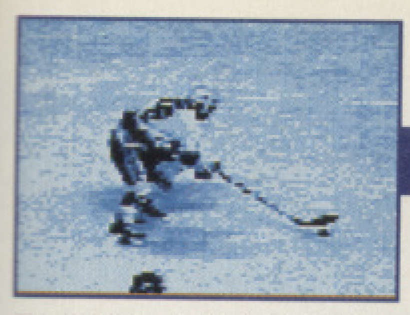
Once you've decided on a game, pick one of the 26 NHL teams (plus two All-Star sides) complete with 'real' players and their stats. The game is hosted as a TV show, with Al presenting the evening's action with a match up of the two teams about to do battle. Each team is rated in six categories. Skating determines a team's speed and skill of the puck. The higher the rating the quicker the players and the greater the chance of a breakaway. Shooting reflects the team's accuracy around the goal. It's here Brett Hull comes into his own. The ability to withstand checks and unsavoury challenges from tough defencemen is registered in the Strength category, while on-the-puck skill is reflected in a high Stick Handling rating.

Call me Al

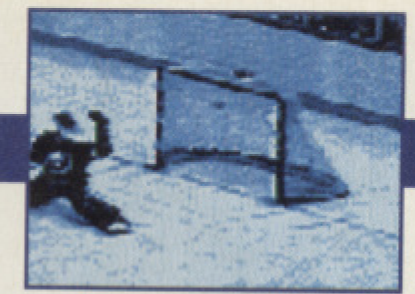
It's all very well being able to score goals but ask any coach and he'll tell you solid defence wins games. So if you're looking for a good run in the play offs make sure you pick a ▶



The forward is through on goal and looks certain to score, he can't possibly miss — can he?



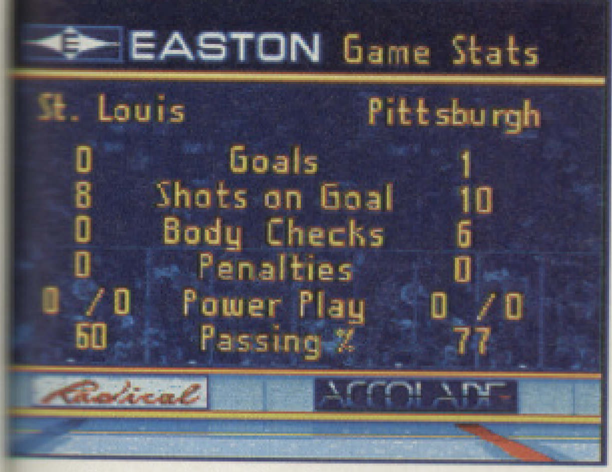
The intro is digitised and looks superb — Brett is through on goal.



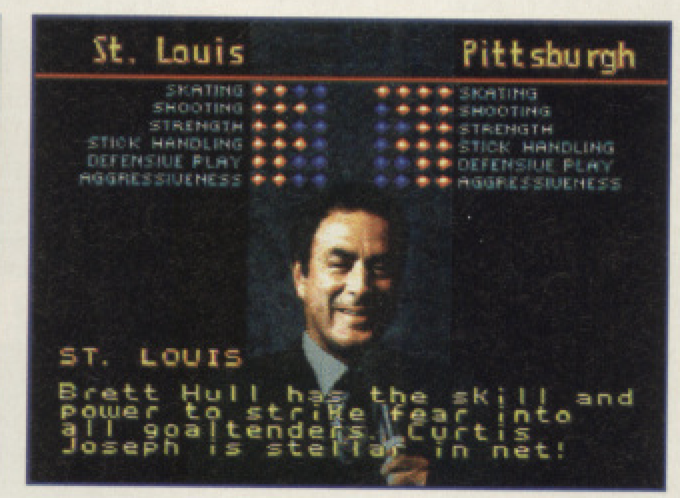
He only has the keeper to beat and he sends the puck flying towards the top corner...



It's there! You may not have any idea who the hell he is but he can sure play hockey!



At the end of each of the three periods you're overwhelmed with a mass of game stats.



Before each game good old 'Al' gives you his views on the game — does anyone care?

'One Hull of a game'



So who is this Brett Hull fella? Is he that bloke from Suede? I didn't know he played hockey. He doesn't sing many songs in the game either — probably concentrating on ferocious puck-passing. Just as well, really — he'd tell everyone to slo-o-o-o-o-w d-o-o-o-o-w-n all the time.

Whoever he is, he knows how to license a game. Well, he licensed this one, so I assume he knows. I don't know anything about ice hockey, so bear in mind I'm just looking at this as a game in its own right, not a simulation of the real thing. As a game, I like it. I don't know how accurate it is — I don't care. In two-player mode, playing with Chris H, I was in stitches (my own fault for playing with a glass joypad). Whether it was the samples, which are crystal clear and hilarious to boot, the nifty and sometimes amusingly confusing gameplay (Where's the puck? You've got it. No I haven't!), or just the thought of Brett from Suede being aggressive, I don't know. All I know is it's real good fun in two player. Graphics are adequate, never stunning, though the pitch scaling is pretty cool. In one-player it's a neat little challenge. Unfortunately, this is because you're constantly battling the controls and all the little faults that are so easy to ignore in two-player show up like a hot potato's thumbs. Tackling is practically impossible and the whole thing becomes very frustrating. Beautifully presented, *Brett* needs a bit more gameplay to really contend with the big boys of sports games.

It's the kind of game to play if there's a few mates around and you want a laugh, but in one-player tactics are just too restricted to make strategy worth considering.

83%



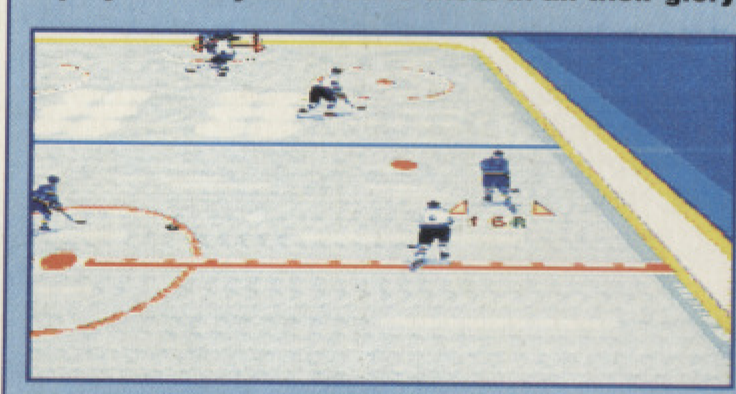


Above: we challenge you to find that puck in that ruck of players, let alone play!

Left: the face off is a test of both skill and nerve — each captain stares his opponent out.

FIRE ON ICE

The NHL is all about great goals and this game's replay allows you to relive them in all their glory.



The right wingman gets the puck at mid ice and makes a break down the boards!



He keeps the puck until he's just inside the attack zone and passes to the centre.



The forward's waiting for the pass and hits a one-timer sending the puck goalward.



He scores! All the goal keeper can do is watch as the puck rockets past into the top corner.



It's there! Brett does his thang and puts the puck in the back of the net — the keeper had no chance.

team with a high Defensive Play rating. If you prefer a team of psychos who love nothing better than a good brawl and can intimidate the opposition with hard hittin' and cross checking, look for high level of Aggressiveness. Try and keep tempers under control though, there's two minutes in the box for penalties (five for fighting!) and it's an uphill struggle against the power play.

A neat touch is the coach option which allows you to alter the style of a team's play by redistributing the values in each of the six categories. So, if it's late in the season and you're one game off first place heading into a crucial match, gamble on weakening the defence in order to strengthen the shooting line-up — then pray it pays off or you're sacked!



Looks like one of those old school photographs! The coach option allows you to alter a team's playing style for each game.

Face the music

Once Al's been through the line up, it's straight down to centre ice for the face off. There's digitised footage of the ref cautiously dropping the puck and then ol' Mikey launches into a full blow-by-blow commentary pausing only to go into a polished sign off 'We'll be back after this short break' when the game's paused. From here another options menu reveals itself. There's an action replay with rewind, fast forward and pause for replaying those glorious goals, plus all the reams of game and player stats the Americans love so much. Edit Lines allows tactical substitutions 'on the fly' and there's even an option to take the goalie upfield for those desperate last gasp seconds.

The instant replay feature has become the norm in recent sports sims, and *Brett Hull* is no exception.

Back on the rink the players glide round viewed from a 3/4 above-and-behind the goal perspective. The rink scrolls upward to keep track with play, making life a little tough for the team shooting down but this evens itself up over the course of play.

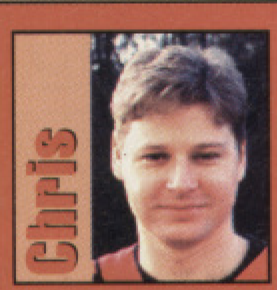


A video panel at the top of the screen plays live footage when fouls are committed and goals scored. Although black and white, the digitised video helps add extra atmosphere and reinforce the sense that this actually is a TV show. There's the usual limp organ samples that we Europeans can't get to grips with but the Americans go wild over and plenty of fighting to get the crowds going wild.

So, if your looking for entertainment on these dark winter nights, give Eastenders a miss, pull up a chair, Al Michaels is your host for the all-talking, all-action Brett Hull Show. Miss it if you dare...

The annoying bar at the top of the screen gives you all the information you could ever need, and lots more you don't!

'Skating on thin ice'



If there's one game to draw a crowd, it's *Brett Hull*. The presentation is breathtaking with rucks of options and superb sampled speech — it's one of the most entertaining spectator games I've ever seen. The trouble was once I'd spent half an hour being wowed by Al Michaels, I decided to give the game a go myself and was ultimately disappointed. If anyone remembers *Joe Montana's Sports Talk Football* on the Mega Drive they'll know exactly what I'm talking about. *Brett Hull* falls into the age old trap of super presentation, limited gameplay. So on the sugary surface this game has everything you could ever ask from a hockey sim, get down to ice time and it's lacking in several key departments. The viewpoint makes it awkward to see all five players at the same time so often you're passing blind. The graphics, although featuring bigger and chunkier sprites than *EA Hockey*, appear a little sketchy and the rink and crowd are disappointing.

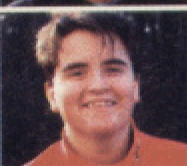
For me, half the fun of hockey is big hits and in *Brett Hull* you don't quite get the satisfying rib-cracking effects as you thud into opponents on the boards. In its defence though you've got a vast variety of game styles, all the official NHLPA players, that wicked speech — although it'll start to grate after about an hour (luckily you can turn it off) — and the great live digitised footage. So in the end it's toss up between presentation and lastability vs slightly weaker gameplay. If ever there was a game you could sell on a five-minute promo video this is it. My advice is to head down the local store and give it a test first. It has to be heard to be believed!

80%

Final analysis



"Hassock, harlequin, Hayward — great words begin with H including hockey — hoity-toity!"



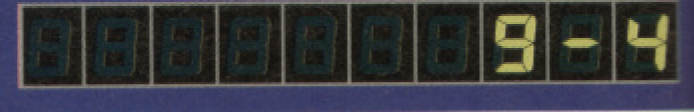
"Puck this for a game of soldiers, I'd much rather be playing a game of *EA Hockey*."



"A very noble effort, beautifully presented but unfortunately lacking in gameplay."

Final day score

Si — Beat Montreal





Dejectedly, top scorer *Brett Hull* narrowly misses the league. Its slightly disappointing gameplay letting it down.

Sound



Spectacular sampled speech. Very smooth with plenty of great one liners.

Graphics



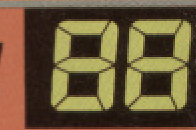
Great digitised footage but a sketchy unfinished look to the rink.

Playability



Doesn't quite have the 'feel' of a top hockey game. Improves with practice though.

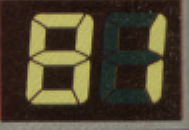
Lastability

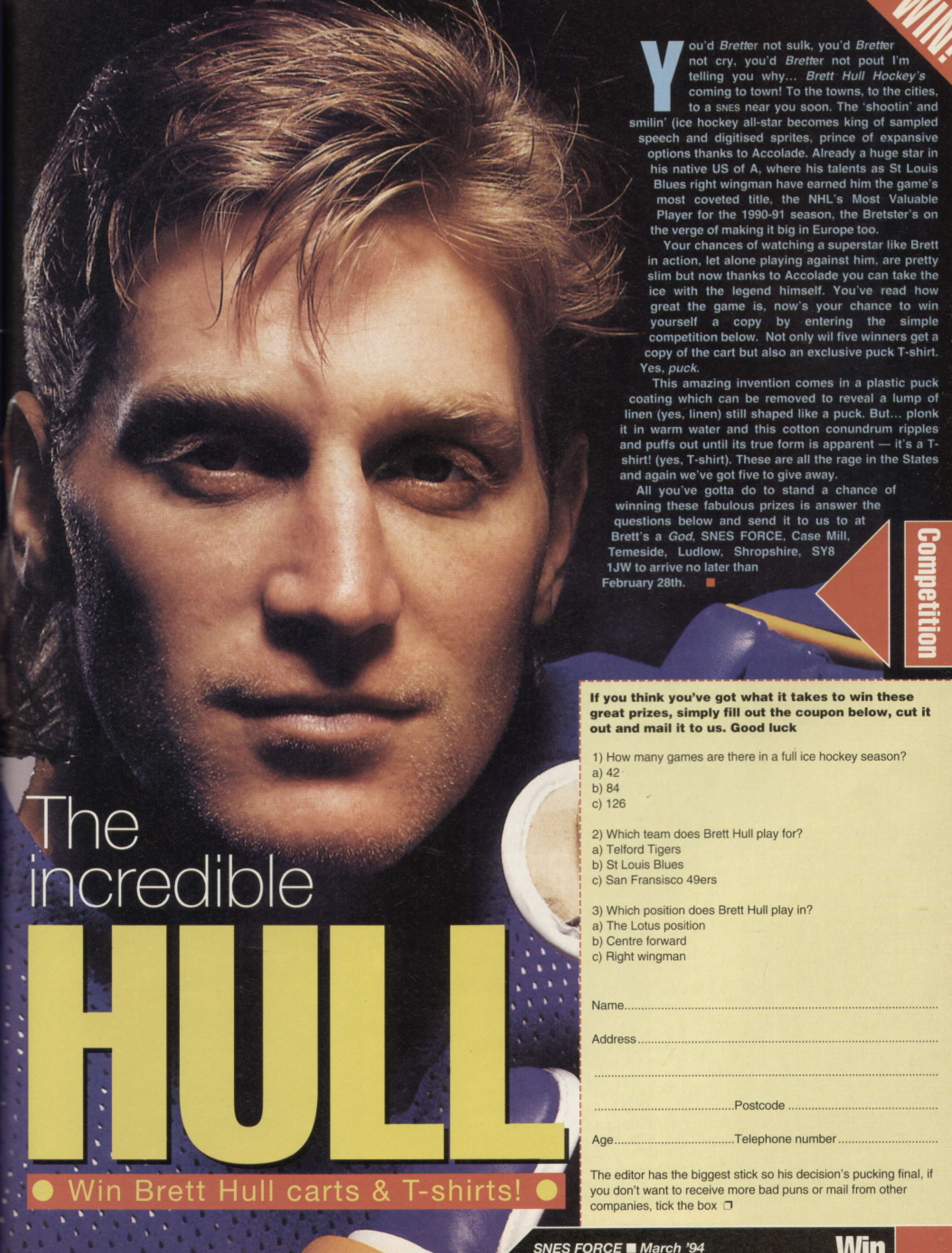


Masses of options plus season and play off games will keep you happy for months.

Force factor

Slick presentation high on options, gimmicks and FX but lacking a little in the playability dept.





The incredible HULL

Win Brett Hull carts & T-shirts!

You'd *Brett*er not sulk, you'd *Brett*er not cry, you'd *Brett*er not pout I'm telling you why... *Brett Hull Hockey's* coming to town! To the towns, to the cities, to a SNES near you soon. The 'shootin' and smilin' (ice hockey all-star becomes king of sampled speech and digitised sprites, prince of expansive options thanks to Accolade. Already a huge star in his native US of A, where his talents as St Louis Blues right wingman have earned him the game's most coveted title, the NHL's Most Valuable Player for the 1990-91 season, the Bretster's on the verge of making it big in Europe too.

Your chances of watching a superstar like Brett in action, let alone playing against him, are pretty slim but now thanks to Accolade you can take the ice with the legend himself. You've read how great the game is, now's your chance to win yourself a copy by entering the simple competition below. Not only wil five winners get a copy of the cart but also an exclusive puck T-shirt. Yes, *puck*.

This amazing invention comes in a plastic puck coating which can be removed to reveal a lump of linen (yes, linen) still shaped like a puck. But... plonk it in warm water and this cotton conundrum ripples and puffs out until its true form is apparent — it's a T-shirt! (yes, T-shirt). These are all the rage in the States and again we've got five to give away.

All you've gotta do to stand a chance of winning these fabulous prizes is answer the questions below and send it to us to at Brett's a *God*, SNES FORCE, Case Mill, Temeside, Ludlow, Shropshire, SY8 1JW to arrive no later than February 28th. ■

If you think you've got what it takes to win these great prizes, simply fill out the coupon below, cut it out and mail it to us. Good luck

1) How many games are there in a full ice hockey season?
a) 42
b) 84
c) 126

2) Which team does Brett Hull play for?
a) Telford Tigers
b) St Louis Blues
c) San Fransisco 49ers

3) Which position does Brett Hull play in?
a) The Lotus position
b) Centre forward
c) Right wingman

Name..

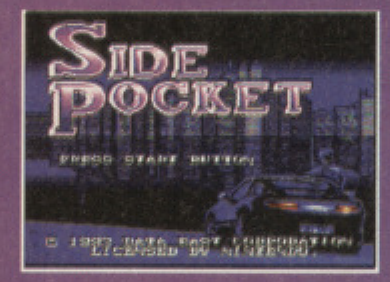
Address..

....

..............................Postcode ....

Age..............................Telephone number.............................

The editor has the biggest stick so his decision's pucking final, if you don't want to receive more bad puns or mail from other companies, tick the box ❐



Sports

Producer .... Data East
Supplier .... Vic Tokai

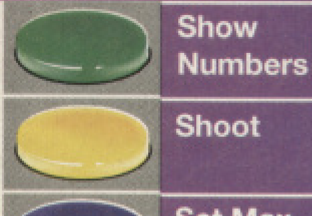
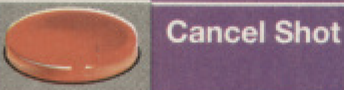
Price £49.99
Status ...... Official UK Release

Players 2
Lives .... N/A
Continues .... None
Extras .... None

What the makers say...

This game's got it all! It's the definitive SNES pool sim and a must for both fans of the sport and serious games players alike.
■ Vic Tokai

Controls

	Show Numbers
	Shoot
	Set Max Power
	Cancel Shot
L	Fine Aim Left
R	Fine Aim Right

First impression



"Where's the spots and stripes, the chalk and the pint stains?"

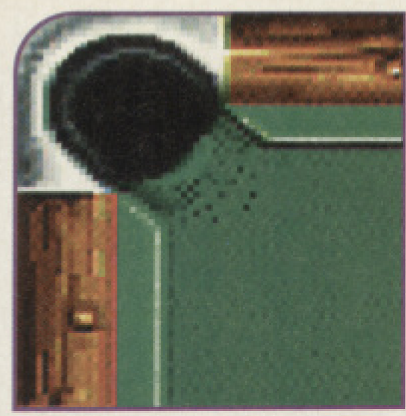
"No, I tell you there are 27 balls on a British pool table! I'm sure of it..."

"What the sausage? How big a market is available for pool sims?"

First day score

Will — Las Vegas

VEGAS



Side Pocket



A floating hand carefully places a bridge over the ball nearly touching the white. Nobody said this was *Addams Family Pool.*

The new contender to *Championship Pool's* crown has arrived — will it steal the throne or be hustled into obscurity?

S*ide Pocket* has four different modes of play; One-Player Pocket, Two-Player Pocket, Two-Player Nine Ball and Trick Game (note the absence of *the* traditional British pub sport — drunken eight-ball pool), plus 20 tunes on the jukebox.

The rules and scoring change in each mode, but this makes little difference to the crucial factors in all pool sims — control method and in-game options. 'English' is the term used to describe where you hit the cue ball and, consequently, whether it has spin on it or not. Pressing the [Y] button before

> Shots are played by positioning the dotted white line leading from the cue ball in the direction you wish to shoot.

shooting lets you select one of six types of English. Centre is a straightforward shot, and Follow is when the cue strikes ball above centre, giving it forward spin so it keeps going after it has struck its first ball. Right and Left spins cause the cue ball to veer further to the right or left, respectively, than normal. Hitting the cue ball below centre to cause backspin is called Draw, while a Masse (or swerve) shot strikes the ball on top with a downward stroke,and is ideal for escaping for very tricky situations. There are three different masse shots available depending upon the angle you raisie the cue. The hardest causes the cue ball to leave the table and 'jump' other balls.

Twistin' by the pool

Shots are played by positioning the dotted white line leading from the cue ball in the direction you wish to shoot. This line only indicates where the cue ball (not the object ball) will go so a basic knowledge of pool (or a degree in trigonometry) is required to play effective shots. After pressing [B] to shoot, the power meter begins to move from left to right (weakest to strongest) until you press [B] again to shoot with selected power or [A] to cancel the shot altogether. In matches where it's relevant, the next numerical ball is displayed at the top of the screen (although in many games and trick shots this goes out the window).

One-Player Pocket Game is score-based and involves travelling between five American cities, each a different difficulty level. To advance to the next city the player must reach a set number of points in a set number of shots (beginning at 3,000 points in 16 shots in LA), and on the later stages complete a trick shot afterwards. Extra ▶



On Masse 3, the ball actually leaves the table — perfect for those awkward trick shots and impressing friends.









Left: in Los Angeles, you're in the big league — that means big points!



Right: if this woman told you to try again, what would you say? No? So would we.

touching the white . Nobody said this was *Addams Family Pool.*



'Don't be hustled'

Simon

There's one major question that any new pool game release on any home system faces — is it better than *Archer McLean's Pool* on the Amiga? I think back to many a happy Saturday afternoon in my mid-teens playing this great simulation with a few mates for hours and loved every minute — it was a true classic. If it was ever released on the SNES I'm sure it would go down a storm... anyway, enough of my ramblings — on with the review!

Graphically, *Side Pocket* isn't that hot, and one thing which strikes me is how very reminiscent they are of *Steve Davis' Snooker* on the C64 (showing my age!). Obviously these are far more detailed and colourful, but the basic style and look is quite similar. Sound is a different matter altogether, with a large range of excellent tunes to accompany the game. Each one sounds great and if nothing else helps calm you down after a hard day! The click of the balls is, as you would expect, hardly heart stopping but it does the job. So far things don't look good but as any good games player knows, it's not the graphics that make the game — it's the gameplay. Does this element save the game?

The answer is a big, resounding NO! The way the balls move is so incredibly unrealistic it's untrue. It seems as if the entire table was covered with treacle before the match, so no matter how hard you hit the balls they hardly ever move any great distance. You can also pull off some ridiculous shots which make a mockery of the whole game. The final fly in the ointment is there's only two forms of play, points and American nine ball — both of which are crap and not a patch on the British eight-ball game.

Basically, *Side Pocket* isn't a patch on *Archer McLean's Pool* and has little or no appeal to the vast majority of the SNES owning public. To be honest, I'd say you'd be better off going down to the local arcade and having a few goes on their pool table for a fraction of the cost!

70%



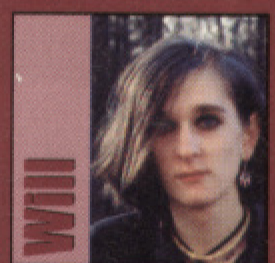
Above: okay, $50 squillin says you can't pot all six balls then juggle with them afterward!

Left: a summary of the last city, shows all the vital stats and isn't green into the bargain!

TRICK SHOTS...

Here's a selection of the trick shots to be completed using different forces on the ball before the picture of an attractive lady is uncovered. If that isn't a great way to spend a weekend, what is?

'Plutocracy!'



WILL

Gahd, I am *so* sick of the discriminating, small-minded mentality of the Super Nintendo scene. Why did they name this game after the *side* pocket, why not the corners or the back or inside pockets? Not good enough eh, fine for keeping loose change and assorted personal nick-nacks in but not worthy of laudation! Just typical of SNES plutocracy.

After all, there's nothing *wrong* with *Side Pocket*, it may be a poor man's *Championship Pool*, but just because it's poor, doesn't mean it's not a valuable member of society. It may have only four methods of play compared to the breathtaking number in *CP*, and graphics that make it difficult to call accurate shots, or tell spots from stripes. Speaking of which, it admittedly has just the one 'overhead' viewpoint, but it was probably deprived as a child and didn't have the necessary cultural input to fully develop in some areas.

Bear in mind that it obviously fought and risked what pittance of memory it had for sounds that emulate the atmospheric chink of cue ball and chalked stick with impressive results, even at the expense of making the twenty tunes almost identical to each other and depressingly Bontempi-esque (probably all it could afford on the dole). Growing up in the inner city poverty, how was it expected to get a one-player mode that wasn't socially disaffected and ridiculously hard, at least it kept its two-player options reasonably playable. I tell you, it's not easy on the streets of a cold and uncaring England, if you hadn't seen *Championship Pool* you'd be really impressed with *Side Pocket*'s effort. What's that, Jon? It's American? Oh, well it's rubbish, then.

60%

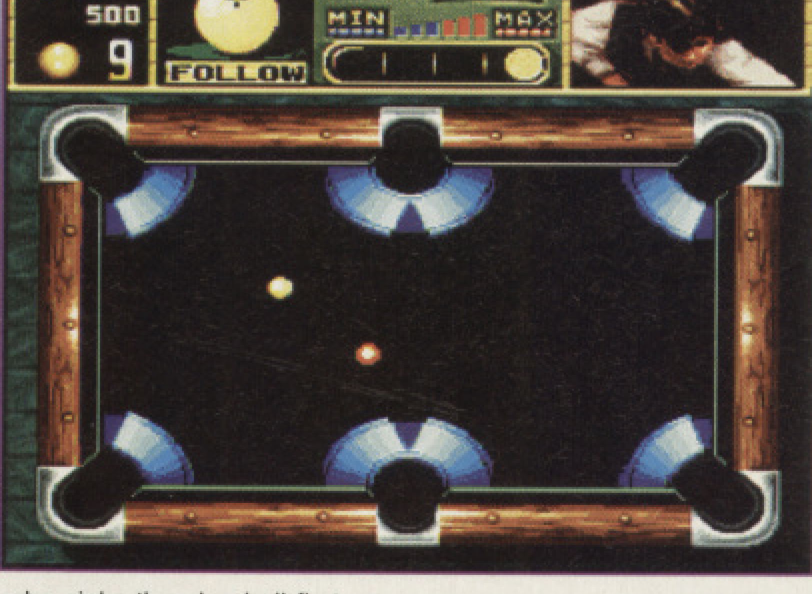
▶ points can be won by sinking balls without missing shots in between, or in numerical order. These bonuses aren't displayed until it's all over, so you never know quite how far off the target score you are. A match doesn't stop until you've either run out of shots (game over) or potted all the balls (time to check the points), regardless of whether you've reached the required score or not. When the word 'Super' spirals across the table and one ball begins to flash, you can give the cue ball extra momentum by striking the flashing ball before any others. When only one ball remains, a blue swirl and the word 'Zone' appear over a pocket, with a bonus of either points, a trick shot or additional free shots if you can pot the last ball in it.



The music selection screen — extremely attractive *and* functional, everything you need in a jukebox.

Chalk & cheese

Two-Player Pocket Game is a five set match where play continues until the table is clear, along identical rules to the one-player, except for the omission of the 'Super' and 'Zone' bonuses. The victor is the one with most points after five sets, miss three shots in a row and your opponent wins automatically. Occasionally, a flashing star appears in one of the pockets, giving extra points for sinking a ball in that pocket.



Rotating CDs on a pool table? This peculiar phenomenon reduces table friction to zero, so the ball whizzes around for ages!

Two-Player Nine Ball can be played to best of three, seven or 15 matches, the player who sinks the nine ball first being winner. Though you may pot the nine ball at any time, the cue ball must strike the lowest numbered ball on the table *first*. Fouling three times consecutively forfeits the round to your opponent, fouling once gives him 'ball in hand' (the chance to position the cue ball anywhere he likes for his next shot).

The Trick Shot Game has a blue square divided into twenty smaller squares, behind nineteen of which are trick shots (the last exits from this option). Each trick shot involves potting all balls on the table, with the addition of wine glasses as obstacles and certain pockets which must not be used. Each completed shot removes its corresponding blue square, revealing a small section of the red-haired babe piccy behind. You win when the girl's face is fully uncovered.



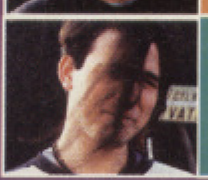
Another mysterious floating hand. After a foul, place the ball anywhere you like on the table.

Is this the definitive pool sim or will it just sink into the side pocket of obscurity? Chalk your tip, steady your hand and get ready to sink your balls… ■

Final analysis



You need more skill than in *Championship Pool* but the options are just too limited.

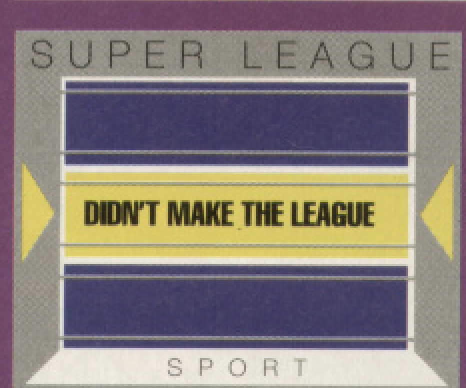


…just the other day, I counted the ones in my local at closing time. There were hundreds!

By kipper! It is a pool sim. And it seems quite an enjoyable one at that — I like it!

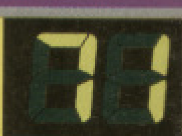
Final day score

Simon — 800 pts off qualifying



Lack of options and generally restrictive gameplay are *Pocket's* letdowns. Great presentation isn't everything!

Sound



Loads of excellent musical tracks accompany the game and the sound effects are well done.

Graphics



Nicely done, colourful graphics. The only problem is the top-down style used looks years old!

Playability



The controls are alright, but the way the balls move and bounce is completely unrealistic.

Lastability

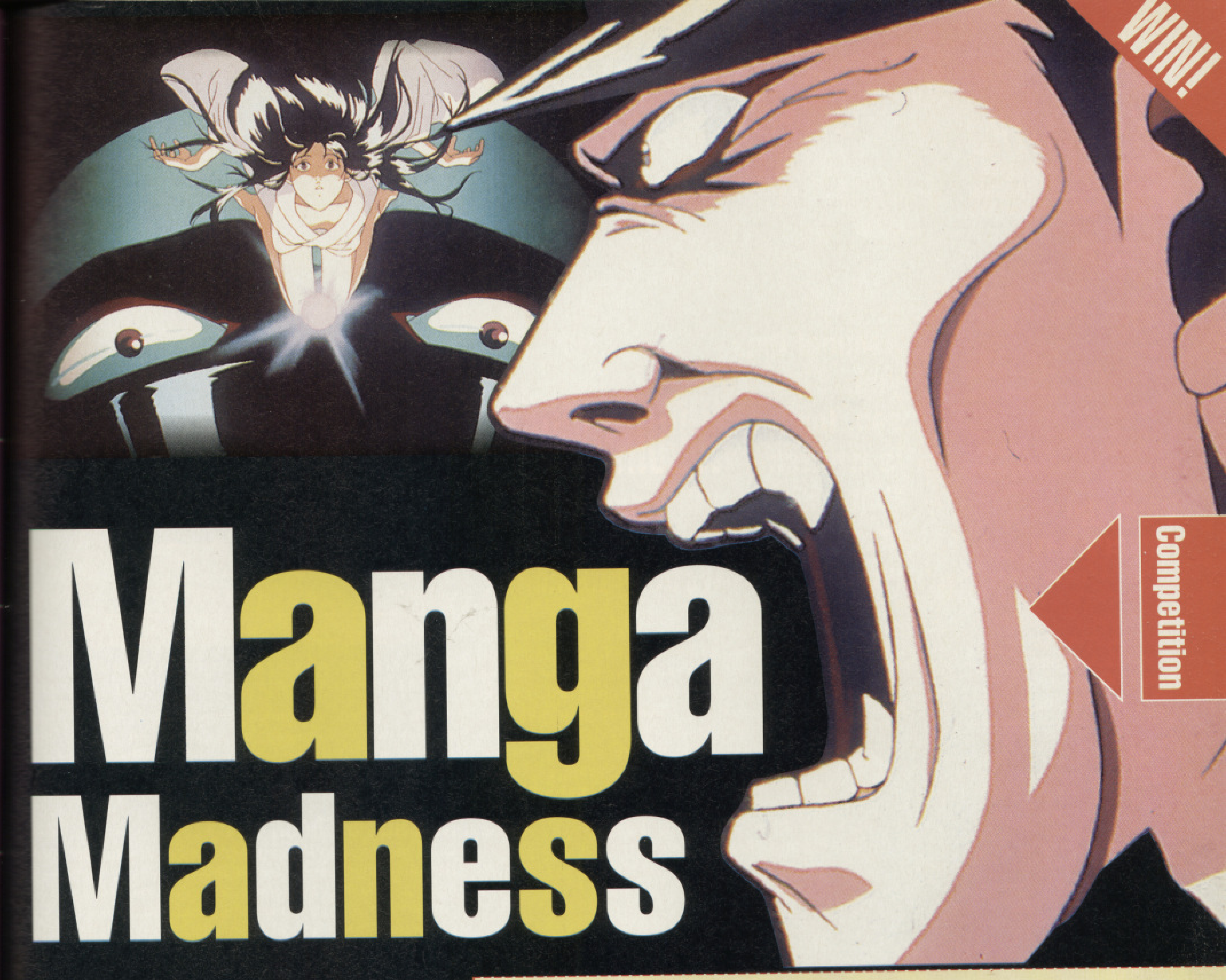


Because it's so frustrating you'll find yourself getting bored quickly. There aren't enough options.

Force factor

Fun for a while but ultimately dated and uninspiring sim. Flashy presentation can't hide poor gameplay.





Manga Madness

You know *Manga* — the ultra-violent, super-exciting, totally over the top Japanese feature-length animation for adults. Or if you don't know it, you *want* to, take it from us, we promise they *don't* disappoint.

To help spread the word that glorious trash culture's taking over, we've got a load of Manga merchandise to give away in totally free SNES FORCE style.

- Two full sets of ten Manga videos plus *Manga* T-shirt and baseball cap.
- Eight more Shirts and Caps for the runners-up.

The videos going to both of the main winners are... *Rumik World* (Laughing Target episode), *Professional Golgo 13*, *Crying Freeman* parts 1-4 and the complete *Doomed Megalopolis* saga (sprawled over another four tapes). A veritable feast of cyberpunk gore, high impact action and intense Japanese weirdness, not to mention state of the art animation the like of which has not been seen in this country before. Immerse yourself totally, even the runners-up can brand their persons with the distinctive red star logo — a useful affiliation for when Manga takes over the world (it *will* happen!). Better send off the coupon below, and start praying for the future. If you're under the age of consent, you'll have to get parent/legal guardian to sign it. The address: 'Manga madness!' SNES FORCE, Case Mill, Temeside, Ludlow, Shropshire, SY8 1JW.

Okay so you think you know a bit about Manga do you? See if you can answer these questions then if you're under 18 get a parent or guardian to sign your entry form.

1) The classic Manga film shown on telly just after Christmas was which of the following?
a) From Russia With Love
b) Akira
c) Tetsuo: Body Hammer
d) The Sound of Music

2) Ocean have a Manga style beat-'em-up based on a Japanese animé series. What's it called?
a) The Addam's Family
b) Ranma 1/2
c) Jurassic Park

3) The Japanese RPG covered in issue 9 is called The Secret of …
a) My Success
b) Manga
c) Mana

I give permission for my son/daughter to receive the ten *Manga* videos listed, some of which are rated certificate 18…

Signed ....

Name ....

Address ....

....

.... Postcode ....

Age .... Telephone number ....

The editor knows Nagumi (in the Biblical sense!) so his decision is final, anyone not wishing to receive mail from other companies or the Chojin can tick the box ❐ Closing date is March 1st.



Arcade

Producer:.....Sony Imagesoft
Supplier: ......Sony Imagesoft

Price:......................................
Status:...Official UK Release

Players:................................1
Lives:....................................3
Continues:.................Infinite
Extras:......Password System

What the makers say…

Sky Blazer gives players revolutionary new non-stop action on perilous journeys over many strange and other-worldly lands.
■ Sony Imagesoft.

Controls

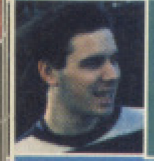


(green button)	Punch/Kick
(yellow button)	Jump
(blue button)	Use Magic
(red button)	Nothing
L	Nothing
R	Nothing

First impression


"Now that's what I call impressive big bosses and what flash moves."


"Everything's so tiny yet so detailed, this just screams 'polished!'"


"The graphics are really colourful and look great and it's so easy to get into."

First day score

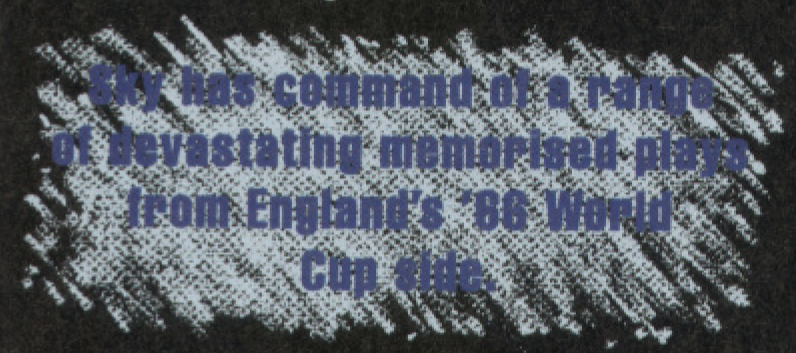
Chris H Killed 2nd Boss

Skyblaz

Ashura! Bless you… my son, for it is written that only he with superior magic and ball control will restore the Mystic Pantheon…

SNES FORCE **Recommended**

Brace yourself… everyone got it wrong — the Hare Krishnas, the Buddhists, Jews, Christians, Pagans, Vedics and Atheists, too. Before the dawn of history there was no great deity and no infinite darkness, just a bunch of great sorcerers and an abundance of mystic creativity. They enjoyed themselves as mighty warlocks tend to, stalking the land and sculpting new spells as if from plasticine. Inevitably, they formed into two opposing factions and set about slaughtering each other (aah, such is demon nature), Ashura's Evil Army versus The Mystic Pantheon and Combined Forces of Light FC.

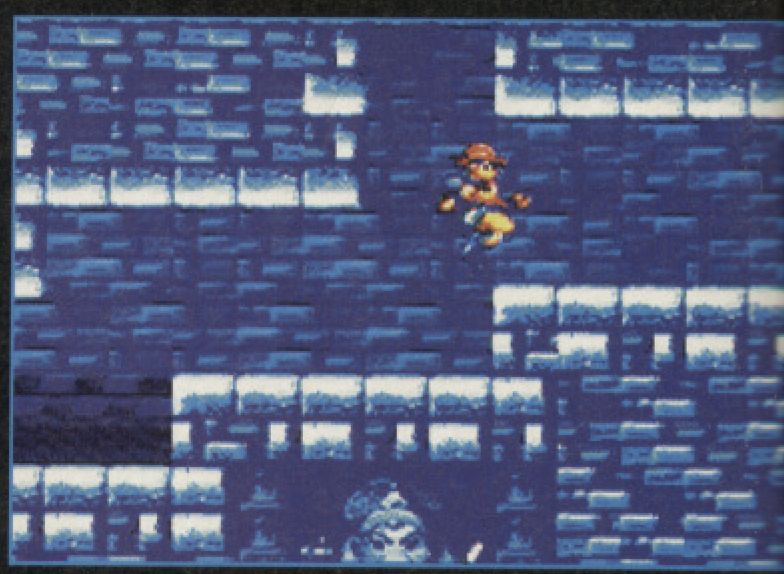


The Pantheon's star striker, one SkyLord (playing number eight), arose and in a blinding run down the left wing, defeated Ashura and banished him forever before extra time. Hurrah! There's only one… SkyLord, one SkyLo-o-ord…

All that was aeons ago, and with the passing centuries, the rising and falling of cities, divisions and regional clubs, Ashura's evil and the great footwork of the Mystic Pantheon have passed into legend. Until one fateful morn,



Between levels an old man with an equally old beard drags Sky into a cave. Fortunately he's good for saving games.



'They're all mine' shrieks Sky as he enters the bonus stage, avoiding valuable diamonds and heading for a cluster of bombs.

when a gifted apprentice keeper inadvertently freed Ashura who proceeded to capture and mutate the descendants of the Mystic Pantheon's hallowed eleven. One minute they were peasants, a couple of noblemen and a minstrel, the next Evil Warlords. What can ya say?

Mystic Pantheon FC 01…

Only one escaped — the precocious right defender Sky. He must now rescue the Pantheon's young sorceress mascot Arianna, by facing and defeating Ashura in combat after storming his stronghold and destroying his followers. These range from evil warlord bosses to squelching eyeball monsters and flying freaks, all determined to end Sky's dreams of victory and the premier league.

Sky has command of a range of devastating memorised plays from England's '66 World Cup side, plus eight spells which must be earned by defeating level bosses. Using this magic saps his mystic energy which has a full capacity of eight points. The first spell, Dragon Flash, uses one point, the last, Fiery Phoenix, uses three points, and all inbetween drain two. If called upon to rely on his fists, Sky can punch, roundhouse kick in mid-air and, by repeatedly tapping the punch button, deliver two quick jabs and a roundhouse combo to the ▶

When ceiling meets floor, Sky shall walk no more. A fable that becomes all to real — be quick or be crushed.

zer



An eye for an eye and a punch in the gob for the thing spewing the eyes. Sky takes care of another alien.

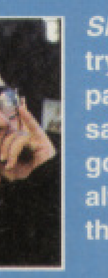


'Oi, this is our private sword-wielding party and you ain't invited' snarl three guards.



This ghost's a real comedian. The only trouble is the jolly spook is blocking the way — so nut 'im.

'Better than school blazers'



Jon

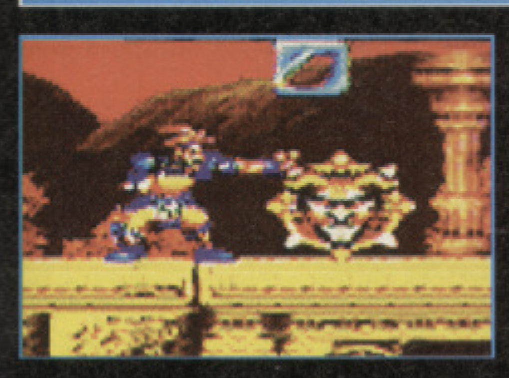
Skyblazer. Brings to mind those horrible days when your Mum would try to pack you off to school in a blazer just to impress the other parents. It wouldn't work, of course, because someone would always say 'I gave one just like that to a jumble sale just last week', at which good ol' Mum would turn beetroot. And of course, the blazer was always sky blue with the kind of collars that could make you leave the ground if you turned around too quickly.

That aside, I really, truly enjoyed every minute of *Skyblazer*. It's action-packed even in its quiet moments, the sound and speech are great and it's infuriatingly addictive. It borrows heavily from the Japanese school of heroism, with a Manga-esque hero battling grotesque evil in a bid to rescue the beautiful maiden, and the cartoony atmosphere is way cool.

Rationing magic is awkward at first (well, it was for me. I just flaunted it like it was going out of fashion), but you soon get used to the various — and very impressive, might I add — powers.

End bosses are repetitively defeated — a simple cycle of moves puts an end to their warty hides, but the fun and challenge lies in actually reaching them over the perilous and varied terrain. I particularly enjoyed the tower climb — it's a nightmare! Anyway, *Skyblazer* is, put simply, a quality piece of work, and a puzzling, fun adventure to tickle the ribs of the most miserable clown.

90%





Left: look! It's a grimacing conker! Steer clear of these hard to kill geezers.

Right: mutant crocs swim toward Sky's dangling legs while an archer graces the rolling log. What next?



The Comet Flash is the fastest thing since Linford and the best way to clear danger such as spikes.



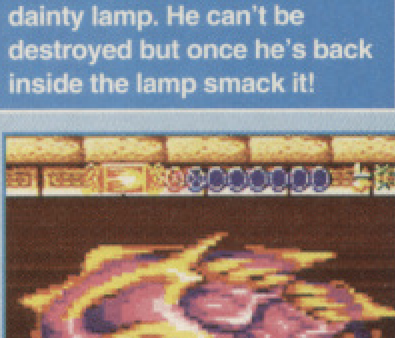
Take a casual stroll into the depths of a sewer and find it's full of lava and monsters. Typical!

SKY SCRAPERS

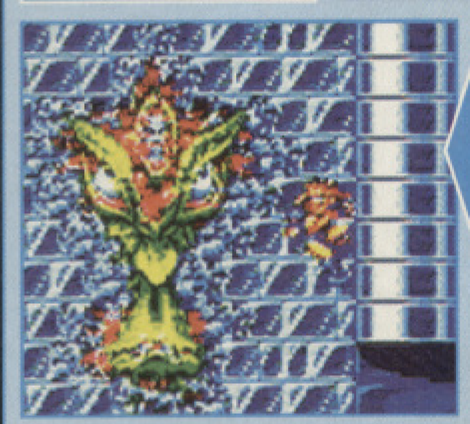
It's not unusual to find end guardians in platform games but it's rare to find them as good as these...



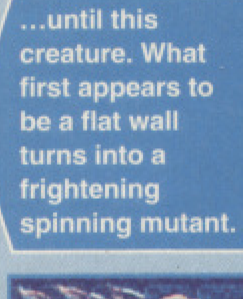
The first minion is a shimmering genie sprouting from a dainty lamp. He can't be destroyed but once he's back inside the lamp smack it!



A massive spined worm which grows with every hit. Probably the largest boss you'll ever see.



...until this creature. What first appears to be a flat wall turns into a frightening spinning mutant.





Sky's only hope of stopping the onslaught of piranha is to slay their mother-pods. Can he find a way of avoiding the fish?



Sky faces the parps of a wind-controlling flying lizard. Fighting him isn't the hard part, it's his three brothers that cause the aggro.



Elephant or turtle, you decide. Whatever his species this weighty, winged wonder spits apples.



Sky kebab as he fights a massive dragon while hopping around a twisting tower. One foot wrong and he either plummets to his death or gets cooked alive.

'Blazing saddles'



Chris H

You can't beat a good old fashioned super hero. Who needs talk from politicians? Place a super powered being with a lycra costume and hilarious name in the middle of a war zone and they soon sort out the problem. Sky Blazer is your typical action hero who fits nicely into video game territory. Not only are his kicks and punches portrayed in comic-book style (along with outbursts of angered speech) but his traditional comic special moves gained later are spectacular — lots of flashes of light and crackling energy beams — the guy even dies in true hero fashion, swirling 360 degrees before exploding in a shower of stars! Foes don't appear without their own magical traits though. Apart from the regular walking crones there are some excellent mutants, wizards and big guardians to pit Sky's mighty wits against. Travelling from level to level on a map is a neat idea. Granted, it's not original but having to complete some areas before gaining access to others adds a little lateral thinking to the frantic arcading.

If you're a comic fan (apparently, *Skyblazer*'s getting his very own series) you'll find this very appealing. He may not be famous (yet) but Sky's a 'no messin' superhero with a big adventure in front of him. So it's a thousand plots and scenarios all over again but when platform action is this well put together, who cares? In no way ground-breaking — or sky-breaking, come to think of it — but a solid arcade jaunt which in my opinion is well worth a look. End of story.

86%

back of the net. His magic studs also give him the ability to stick to and crawl along any vertical surface.

Sky's task begins in the Shrine of Wandering soul, where a wizened old ex-coach blows out duff advice inbetween providing vital passwords in the form of 'mystic rune patterns'. From the Shrine, our star defender must wend his perilous way across a Mode 7 map of the Mystic Realm, flying over three continents in the process. This is achieved by completing a bonus section where Sky takes to the air and soars high over the ocean, all done in glorious 'tough luck sad MD owner' Mode 7 scaling. From a viewpoint just behind Pantheon's star player, we watch him ducking and diving between spiked globes left by the warlords while collecting yellow gems left in swirly spiral patterns.

...Ashura's Evil Army Albion, nil!

These gems are also found on the platform levels (in small and tenfold 'big' sizes), and collecting one hundred grants an extra life. Other common collectables are green health potions and red magic vials, both served in regular one-point replenishing mugs or family sized ten-point buckets.

During the course of the adventure, Sky must run like the wind, jump like a kangaroo, climb trees like a tropical tree-frog and rotating *Castlevania* towers like the bloke from *Castlevania*, swim like a fish and fight like a mad ferret. He's got his work cut out, but armed with lucky boots and Gazza's *actual shirt* from when Spurs won the FA Cup, he can afford to be quietly confident...



Lift off! Or should that be fall off? Crossing these moving lifts is a breeze, it's the creature at the end that gives Sky grief.

POWERS THAT BE

During his adventure our hero picks up some formidable magic powers...



Dragon slash: this crescent of electric light rips through anything and everything in its path.



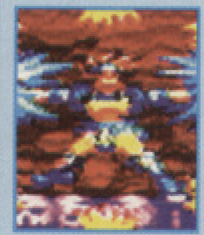
Comet Flash: the speed of light is at your hands enabling giant chasms to be crossed.



Warrior Force: a blast of yellow light and Sky becomes invincible.The only downfall is it drains energy.



Heal Power: feeling bright-eyed and bushy tailed has never been easier with this.



Star Fire: the best power when you're surrounded by enemies and there's little hope of escape.



Phoenix: Battle Of The Planets revisited. The Sky's the limit when he's in this form.

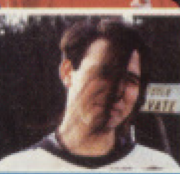
Final analysis



"Superhero, superficial! Great graphics but feebly short on levels. A bit too easy for me i'm afraid!"



"Over the sea, to Sky. The lack of levels make this little more than a drop in the ocean."



"A great game, full of nice graphics and great gameplay, only thing is it's all over a bit quick."

Final day score

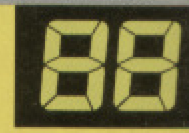
Chris H

FINISHED



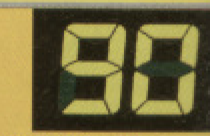
Gorgeous graphics and great playability means *Skyblazer* zooms straight into no. two spot behind the evergreen *Ghouls 'n' Ghosts*.

Sound



Cool tunes and chucklesome spot effects provide a meaty adventurin' atmosphere.

Graphics



More manga than a Japanese cartoon, build up the animé feel superbly. Lush.

Playability



Using magic is awkward at times, but once you get used to it it's fast and furious.

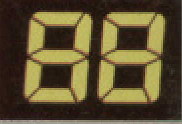
Lastability

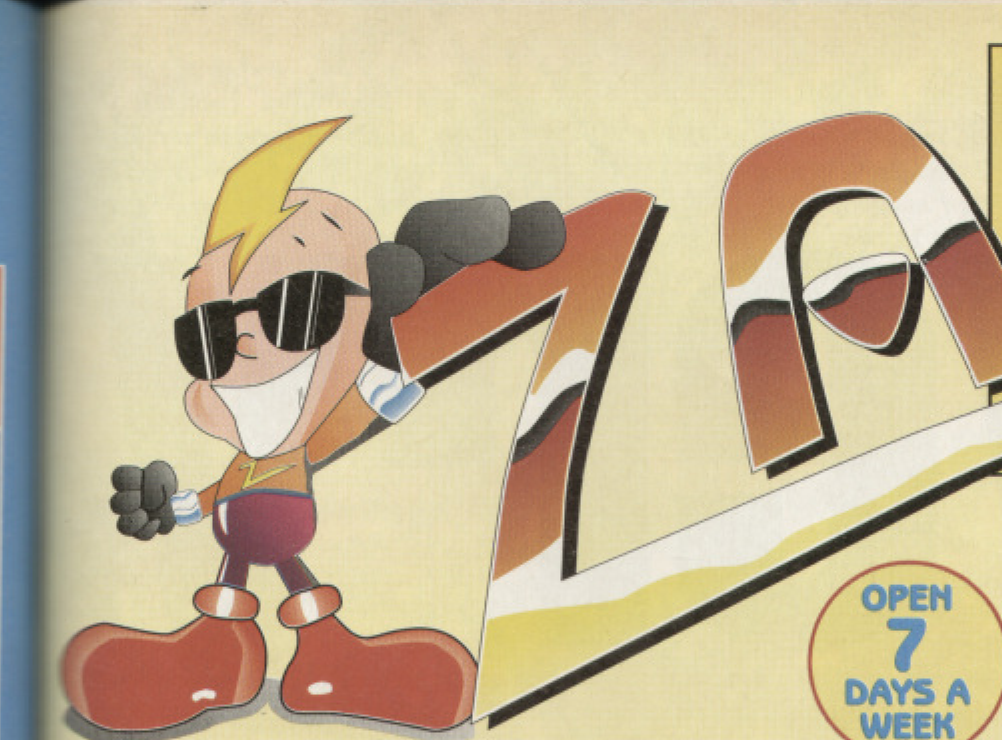


Just too easy to provide any lasting challenge, just needs more levels. Shame.

Force factor

A pleasing punchbowl of styles, polished, challenging and — dare we say it — downright entertaining.





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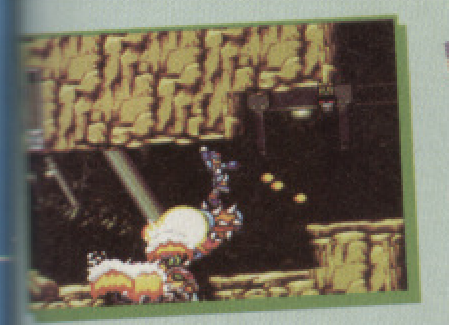
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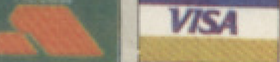
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The joys of spring...

Having bought most of the other Nintendo magazines, I do declare that yours is by far the best, the layout and content makes SNES FORCE a joy to read.

I particularly enjoyed the article on the *Sensible Soccer* Challenge in Issue 7, and wondered if you preferred the Amiga version?

As a whole I like the Super League a lot, and I'm glad to see *Super Empire* top of the shoot-'em-up chart, it looks one stunning game. I also like the idea of putting what issue each game was reviewed in by the side; good idea.

Now I wondered if you could please answer these few questions:

1. I have *SFII Turbo* do you think I should get *TMNT: Tournament Fighters*?

2. Is there any news on *Super Return Of the Jedi* yet by any chance?

3. Are any of the crew going to appear on Games World or Games Master?

Yours hopefully

■ **Mark Evans, Wrexham, Clwyd.**

PS What were NMS (scum) on when they gave *Super Empire* 83%??

Ah shucks Mark, all these compliments. As for your questions, *Tournament Fighters* is the only serious rival to *SFII Turbo*'s throne and an excellent game in its own right. Whether you want two games so similar is a question of how dedicated a beat-'em-up fan you are.

2. 'Fraid not. Expect quite a wait on this one. *Empire* has only just come out and although inside sources confirm that work on *Jedi* is already in progress it's going to be many months before it's finished. We'll keep you posted on any developments as they happen.

3. Good question. Living in Shropshire we're a long way from the TV studios in London and we're keep busy all day researching the latest SNES news. But hey, if Chanel Four or Sky want to give us loads of cash, we'll gladly boost their ratings.

P.S. Hey, they're the *official* magazine so they must be right!!!!



I recently bought a SNES which came with *Starwing* which I was most impressed with and a couple of copies of your mag (of course). What this letter is all about is saying that I am totally skint and all the money I possess is £1.26. Please, please, please a million times over could you send me a copy (for my UK PAL SNES) of *Super Soccer* which looks very good. If you send me a copy I promise I'll buy a copy of your mag and only your mag every single week for the rest of my life.

■ **Oliver Hudson, Beckenham, Kent**

PS If you don't send me a copy of *Super Soccer*, could you at least give me a copy of your great mag?

Nice try Oliver, but is our mag really so low that we have to buy our readers with freebies? No way. Buy SNES FORCE because it's the best Super Nintendo mag on the market not because we've given you a cart. Saying that, it was a definite grovel of the week so I guess a copy of the latest issue is the least we can do. Besides, SNES FORCE comes out every month, not every week — if you bought it every week you'd be even poorer! You've got to donate your last £1.26 to the 'Bruford personality transplant' appeal. Your change is in the post!

Winning ways

I am writing mainly to ask what has happened to the *Strike Eagle* goodie bag I won in Issue 3. I'd be grateful if you could find out.

While on the subject of competitions, could you put the competition results in each issue as you've only printed one set. I'm sure that anyone that enters would appreciate it.

Yours faithfully

■ **Richard Beckett, Wigginton, York**

Apologies to all winners of the *Strike Eagle* comp. Delays have caused by a lack of 'goody bags.' The situation

Ask the *Pros...*

Welcome back to our groovy Q&A feature — a query about a game? Just Ask the *Pros...*

Hi! I know your mag is brilliant, but I have some questions for you.

1. Is *Sensible Soccer* as good as the MD and Amiga versions?

2. Will *FIFA International Soccer* come out on the SNES, and if it does will it be as good as the MD version?

3. Will *FIFA* be better than *Sensi Soccer*?

4. What are the prices of the two games?

5. Will there be any poster(s) included in the magazine in the near future?

6. I'm the proud owner of *Super Mario Kart*, the ultimate racing game. But I'd like to ask will there be any real serious challenge to its crown as king of the racing games?

Cheers man!

■ David Daly, Neasden, London

1. The SNES version of Sensible Soccer is as good as both the Amiga and MD versions, albeit a little slower.

2. There has been no offical statement from EA yet, but our reliable inside source predicts a release to coincide with the World Cup this Summer.

3. If it's to the standard of the MD version there's a good chance it may take Sensible's soccer crown.

4. Sensible Soccer retails for £49.99 but FIFA Soccer has no fixed price at present.

5. You should have an excellent Young Merlin poster in your sweaty hands as we speak — unless someone's nicked the damn thing!

6. FX Trax from Nintendo looks good and is the only serious challenger at the moment.

1. I know you've covered the questions about renting SNES games, but is it any different for American games?

2. Why do shops always raise prices on games by £5 or £10 when they aren't meant to be so high in price?

3. In *Super Street Fighter II*, do the new characters dominate the old characters?

4. Is the Patriot pad any good?

Thank you for bringing a decent magazine to the SNES.

■ Jimmy Fyfe, Isle Of Man

1. It makes no difference whether they're American, Japanese or English — renting official Nintendo carts is illegal! However, there are some third-party publishers who allow their titles to be rented through Blockbuster video.

2. The shops simply receive a recommended price from the games makers, whether they actually take notice of this is another thing altogether.

has since been solved and you all will be receiving prizes from MicroProse shortly. As for a list of winners, your wish is our command.**

N-Force? Rings a bell...

First of all I'll just say how good your magazine is. When I first changed from N-Force to SNES FORCE, I thought there was too much boring text involved, but after Issue 3, SNES FORCE has gone from strength to strength leaving no stones unturned. Enough of my grovelling, I'll get on with the letter. Firstly, I was wondering why you reviewed *Legend of the Mystical Ninja* in Issue 8, this game had already been on American import for at least a year, it was also in your Super League reaching fifth position in the Adventure League.

Secondly, over four weeks ago I was in one of the many arcades down Southend front when I stumbled across *Mortal Kombat II* the main difference between the original and the sequel is *MKII* doesn't have digitised graphics, backgrounds are much more advanced than the first and many more characters are included.

Finally I'd like to challenge Simon Hill at this game because just how good he thinks he is annoys me!! You could also provide a preview of the game showing screenshots and the new characters.

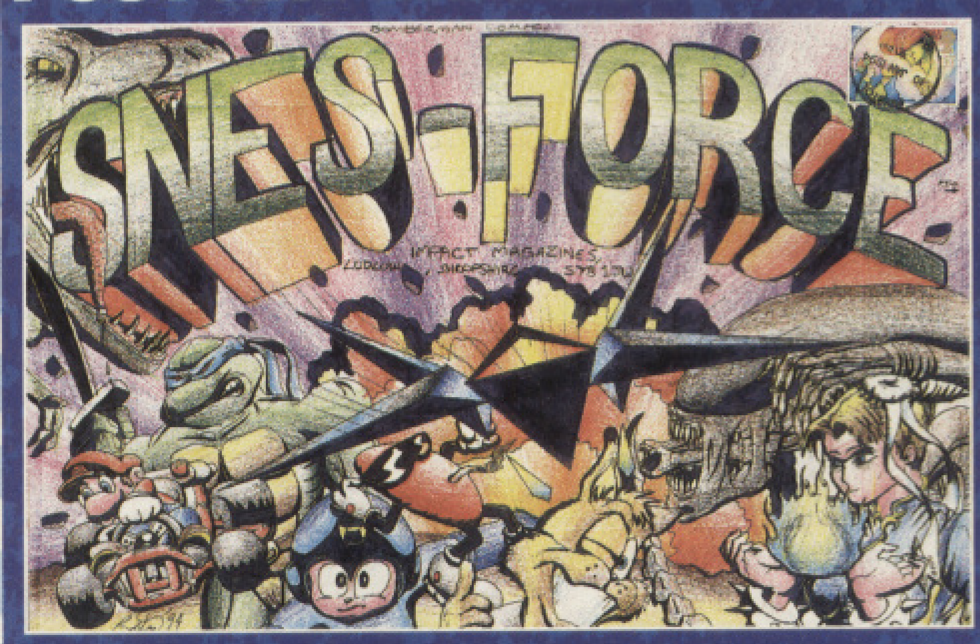
Please, please, print this letter.

■ Andy Latham, Chelmsford, Essex

As you so rightly said Andy, *Mystical Ninja* was a big hit on the Super Famicom and later in the USA but at last it's getting an official UK release, hence the review. *MKII* is a great game (look for a SNES conversion in the future) and for anyone else who hasn't seen it ,check out these screen shots. As for Sir Simon (as he prefers to be called) getting on your nerves don't worry, he gets on ours too... thud!... err yeah as I, er... was saying, I'm, I mean he's, flippin' brilliant at *Street Fighter II*. In fact he's an all-round gaming genius and the best player in the whole world. And he's better than all the rest of the crap writers and dead sexy too (and if you change this Rice I'll kill ya).

(Shyeah right. And I'll tell them all about your homo-erotic fascination with Mega Man — Ed)

POST-ART IMPRESSIONISTS



Here's this month's winner. Could the sender please call us to claim his prize!



Full marks to the likeness of JB — shame about the Queen though!



This gruesome scene comes from William Grant of Hanwell, London.



This original idea came from Stephen Such of Sandown Isle of Wight.

Whose baby?

Just who was that mystery babe? Well, it seems that most of you didn't have a clue! Most people favoured wistful Will or bouncy Bruford, but you were wrong. The innocent looking devil worshipper in the piccy is none other than Satan himself! Answers of Beelzebub, Lord of the Flies or the Dark One were not accepted, it had to be his name while in earthly form — our very own Chris Hayward! Fortunately, he's grown into his arms and he's kept those dashing good looks.

This month, it couldn't be easier — just get a load of this babe! Take note of the gormless expression, the beautiful blond mop and... that grillpan he appears to be wielding with such aggression. Who could it be? It's easy! Well, we know the answer, so it would be... Anyway, to win a cool mystery prize (it's even a mystery to us!) just drop a line to What A Babe! SNES FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. First answer out of the grillpan is covered in grease... errm, gets a mystery prize.

3. It all depends how good you are and who you're fighting, but on the whole they're all about the same.

4. They're not bad and quite responsive but unfortunately we had ours nicked!

I suppose it's a bit late to congratulate you on an excellent mag but I might as well anyway. I am a devoted SNES FORCE reader and, I must admit, I also stop to read other mags ocassionally — however SNES FORCE is by far the best magazine I read. You review all the most eagerly awaited games and with the multiple views of the four or five reviewers commenting on each game I can choose the games I buy and so far the only game I have made a mistake in buying is *Super WWF*. Anyway, with the praise aside, let me ask you a few questions.

1. In my *Mario All-Stars* manual it says that using an Action Replay cart voids my warranty. Does the Game Genie also void my warranty?

2. Is *SFII Turbo* worth buying when I can swap with my friend (he has it) and I already have *SFII*?

3. I am a fan of the *Star Wars* films and I love *Super Star Wars*, but I found it too easy to complete on easy mode. Is *Super Empire Strikes Back* harder? If I can complete it as fast as I completed the first game I could lose interest very quickly (I'm bored of the first game).

4. Are there any plans for Super Return of the Jedi? There don't seem to be any plans for the NES and Game Boy.

5. Should I buy *Sunset Riders*? I love it in the arcade but I find it very easy to complete.

6. How come Nintendo aren't doing anything about the renting of their games? Several places near me rent them and nobody seems to care that it is illegal?

7. I rented Mickey's Magical Quest recently and thought it was not great shakes. Does this mean games like *Mr Nutz*, *Tiny Toons* and *The Addams Family* are rubbish? *MMQ* is number four in your Super League.

Please answer my questions as I would be overjoyed and would probably buy the issue my letter was printed in twice and maybe even subscribe!

Yours Faithfully

■ John Murphy, Galway, Ireland

PS What do you think of the Mega Drive? I know it doesn't come close to the SNES but I have to admit it's still quite good.

1. The Game Genie shouldn't but I'd give either Hornby (0843 225555) or Nintendo (0329 243300) a call and check just to be on the safe side!

2. It basically depends on how much you like Street Fighter II and how much your mate will swap his cart for!

3. Super Empire Strikes Back is much tougher than its predecessor, and you certainly won't rush through it in a couple of days. Anyway, if you're that good why don't you ignore the easy setting and try the medium level?

4. Super Return of the Jedi is on the way to the SNES and it should be an absolute corker! ▶

SUPER SFII COMPO

A big respect due to the thousands of you that entered the *Super SFII* competition. Unfortunately, there could only be five winners. However, the response to the competition was so huge we've decided to hold round two. So, if you want to take part in the second *Super SFII* challenge, and can afford to make your way to our offices (we've got no cash left after paying for all the winners plus their parents, cats and dogs!), cut out the coupon and send it to us before March 1st. We'll choose five winners and arrange a date for an all-day battle fest. Then the two champions can battle to find the undisputed official SNES FORCE champion. If you've got what it takes, fill in the coupon below. Don't worry if you've already entered — we've still got your coupons. If you're under 18 and not accompanied by an adult your entry form must be signed by a parent or guardian.

Name..

Address..

....

....

Tel ....

Age..

I hereby give my permission for my son/daughter to enter this competetion and am fully aware that Impact Magazines are in no way liable for any accident or injury caused on the way to, or returning from, this competition.

Signed

....

Paret/Guardian

Cheats? Us?

I have a complaint about you and other magazines not getting hold of cheats for new games like *Daffy Duck*, *Lawnmower Man*, *Aladdin*, *Jurassic Park* and so on. I've got two of those in the list (*Daffy* and *Aladdin*) so, if you can, please send me some cheats for them.

■ **Nick Rutter.**

PS I think your magazine is BRILL.

No cheats? Us? I'm afraid we're one step ahead. You'll no doubt have Issue 9 by the time you're reading this and you'll be turning scarlet when you turn to the tips and see our complete *Aladdin* solution. Eat some humble pie Nicko!

Backpackin'

Great mag, please, please keep it up! I've written to you concerning A. Moorcroft's letter from Issue 7. What am I on about? Why only something the entire SNES-owning universe wants to know (Except those who bought the Soulas Set because of there being no *Mario Kart* pack) but when A Moorcroft brought it up you failed to reply. Is there any way anyone with a completed copy of *Mario World* or *Starwing* etc, can obtain a box for it, perhaps from Bandai or Nintendo UK?

Please print this as I know every other SNES gamer wants this information. By the way, Will is a boy! I mean who's ever heard of a girl with a name like Will?

Thanks for your eye-straining time.

■ **William Murray, Northampton**

No problem, thank's for your pen-straining letter. After reading your query half a dozen times I still haven't got a flippin' clue what you're talking about. I presume you mean if you bought a special game pack (such as *Starwing*), can you get a box? The short and simple answer is no. You can certainly try and contact Nintendo (see the back of your game box for the address) but what's the fascination with a box? Why don't you go for the Blue Peter approach? Four toilet rolls, three coathangers, two dead dogs, a hibernating tortoise and some sticky back plastic and you can make your own!

COMPETITION WINNERS

REN AND STIMPY COMP.

These lucky folk get a *Ren & Stimpy* cart each: Andy Beech, Birmingham. Chris Sea, Kent. Jimmy Stephens, Nottingham. Leigh Whymark, Southampton. Chris Baldwin, Grimsby. Ian Stanton, Sittingbourne. Matthew Walker, Blackpool. Christopher Isherwood, Milton Keynes. JP Wheatcroft, Nottingham. Scott Swingler, Birmingham.

PLANET HOLLYWOOD COMP.

Winner of an all expenses paid trip to Planet Hollywood: Craig Thornton, Lincoln.

COOL SPOT COMP.

SNES and Cool Spot Cart goes to MA Kelly, Manchester.

T-shirts go to: Steve Hoyle, London. R Hanlon, Birmingham.Jonathan Acquah, London. David King, Nottingham. Paul Millward, Redditch. Simon Allan, Burnley. Martin Downey, Derby. Aaron Ford, North Walsham. Gary Clegg, Maidstone. Andrew Fairclough, St Helens. Kevin Bowmman, Carlisle. Waller Hennelly, Castle Bar. Sime Boylen, Grimsby. Steve Saywell, Louth. Trisha Friend, Tadworth. Steve Siggs, Cambridge. Richard Wyatt, Exmouth. Randolph Payne, London. Luke Smith, Rickmansworth. Michael Gordon, Bolton. Matthew Turner, Milton Keynes. Chris Stamp, Longstanton. Danny Boyes, Braintree. Miss Tracey Pratley, Charlbury. Chung Cheng, West Derby.

CURLY DIAMOND COMP.

These 'lucky' folk get a Danny Curly video each. A Nitschke, Saltdean. Mark Redding, Romford. Stephen Dolman, Birmingham. Mr David King, Nottingham. Paul Millward, Redditch. Hung Le, London B Smith, Brighton. Abbas Rajwani, Tooting. Martin Piddock, Folkestone. Richard Beckett, Wigginton.

SHADOWRUN COMP.

Cart, full set of 12 books and 'DMZ' boardgame winner: Hanif Dadabhai, London. Shadowrun books each go to: Simon Steer, Worcester Park, Mike Flavell, London. Paul Staples, Guernsey CI.

MANGA MADNESS



Like the look of these tasty Manga goodies? Think you'd look rather cool in them? Well, here's your chance to win them! All you have to do is drop us a line (it can be a letter, postcard, sealed-down envelope) and we'll enter you in the draw. Simple as that! Good luck!

---

5. The SNES version is an excellent conversion with all four characters to choose from and two-player action, but as with the arcade you'll probably find it too easy.

6. There are various small chains throughout the contry still renting games, but if Nintendo ever find out it'll be major league law suit ahoy!

7. Tiny Toons is great but a little easy, Mr Nutz is challenging and plays very well. Addams Family is quite easy but features good graphics. Basically, it depends whether you're into platformers or not. If you take a look at the Super League you'll notice we've had a little change around...

As for the Mega Drive, it's not bad but it is a little dated now, due to the colour restrictions — it can only desplay 64 at one time. Still, it's the sofware the counts and thanks mainly to EA it's got plenty of good titles.

I've got some questions, so I thought I'd write into the best magazine!!

1. Is there going to be a *Final Fight 3*?
2. Electronic Arts say they're making *FIFA Soccer* on SNES, is this true?
3. When will you be reviewing *Art of Fighting* and *Fatal Fury 2*?

Thank you

Yours sincerely

■ A Rajwani

1. There are no plans at present but knowing Capcom and their fondness for sequels, who knows...?

2. Our sources indicate they're working on a SNES version and a release date around the World Cup looks likely.

3. Both were reviewed last issue — Number 9.

Can you answer the following questions;

1. Where can I find the Enchanted Bracelet in *Super Ghouls 'n' Ghosts*?
2. Which football game is better; *Striker* or *Sensible Soccer*?
3. Which beat 'em up is better; *TMNT Tournament Fighters* or *Ranma 1/2*?
4. Is *Sim City* any good?
5. When will *Super Street Fighter II* come out in the UK and how much do you think it will cost?

■ Kevin Wilson, Barnehurst, Kent

1. You must first get to the end of the game, where you are told you cannot beat the boss without the Enchanted Bracelet. You're then transported back to the start of the game. Now the bracelet is found in a treasure chest along with the rest of the power-ups. However, it only appears after the gold armour.

2. Sensible Soccer by miles!

3. Tournament Fighters. It's cool.

4. It has loads of depth but does get a little boring and the graphics are well crap.

5. Around August/September, but that could change depending on the what the market situation is like at that time. No price has been set as yet, but it ain't gonna be cheap!



Subscribe and ~~or~~ Will gets it!

Yes, that's it. We've thought long and hard on the matter, and come to some conclusions. Here are the facts:

1) We need a decent gimmick for our subscriptions page this issue.
2) Will gets the most hate mail.
3) Therefore, weighing up the value of your average two-a-penny staff writer, against the possible income generated from his demise, he's just not cost effective. The accountant of doom waits expectantly in the wings, cleaver in hand.

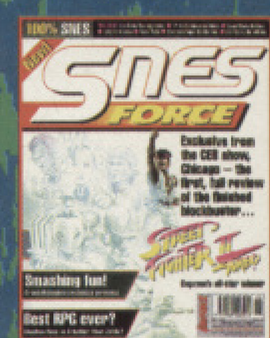
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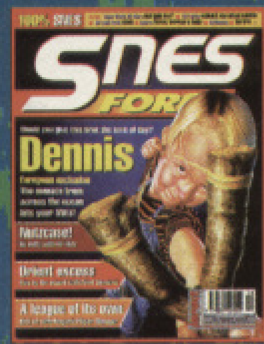
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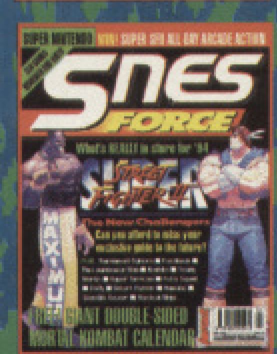
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Issue Five
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The Complete solution

It's back! More packed than ever before, The Complete Solution brings you hints and cheats from around the Nintendo world. Tipped this month are...

Index...

CALLING ALL GAMES PLAYERS!

If you've got The Complete Solution to a hit SNES game, send it to us and you could earn big money.

We pay £50 for the best maps or guides used. Please send tips to The Complete Solution, Impact Magazines, Ludlow, Shropshire SY8 1JW.

This issue the futuristic adventure *Flashback* gets the full treatment. If only Conrad Hart had The Complete Solution!

LEVEL ONE

Set in the jungle and offers you the perfect chance to get used to the controls. Learn to pick things up, run and jump and use objects.



Kill the guard and when he dies he drops an energy cartridge. Pick it up as you'll need it later on.



Find this machine and insert the cartridge you found earlier, this charges it up ready for use.



Insert the charged cartridge into the machine and this convenient laser bridge forms, allowing you to make your way across.



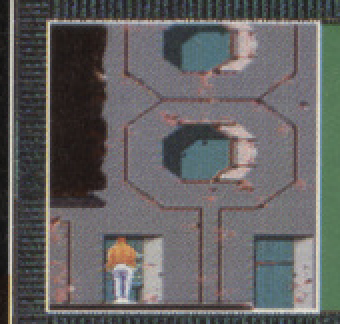
Put the stone on the sensor and it keeps the lift down. Now collect the teleporter. Take this to the wounded man and collect the I.D. card he drops.



When you have the necessary 500 credits, make your way to this old man at the bottom right corner of the screen and buy an anti-G belt.

LEVEL TWO

The city of New Washington is the setting for level two. Beware of the cyber police as they open fire on sight!



Once you have spoken to Ian, exit to the right and you find the switch has a blown fuse.



SMALL TIPS

Battletoads in Battlemaniacs (US)

To begin the game with five lives rather than the normal three, wait until the title screen appears then simultaneously press [DOWN], [A], [B], [START]. If the code works, a brief red flash appears. When the game starts you are endowed with a whopping five lives.

Alien 3 (US)

Use this trick to activate a cheat mode in *Alien 3* giving you all kinds of special options. Begin a regular game and press [A], [B], [Y], and [X] on controller two. Next, press the following on controller one to activate the cheats.
Invincibility [A]
More damage [B]
Unlimited weapons [X]
To de-activate the cheat, repeat the method on pad two.

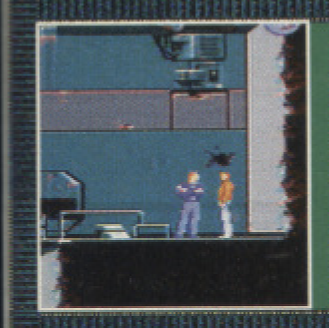
Yoshi's Cookie (US)

To choose any level between 11 and 99, set the round to ten and the speed level to high. Turn the music off, and on controller two simultaneously press [L], [R], and [START]. If you hear the word 'Yoshi', the trick's worked.

To play against more challenging opponents in vs. mode, set the mode to COM, and on controller one simultaneously press [L], [R], [X] and [START]. If you hear the word 'Yoshi', the cheat's



Drop down to the screen below and kill the guard. He drops a fuse, collect the vital object and use it to get the lift working.


Now go and see the bar tender. He tells you to meet the forger outside. You need 1500 credits to bet the fake I.D. so go to the job centre.

Note: the rest of this level is taken up by completing the set missions, all of them very well documented and should prove no problem. It's simply a matter of saving regularly and being quick on the trigger!

LEVEL *THREE*

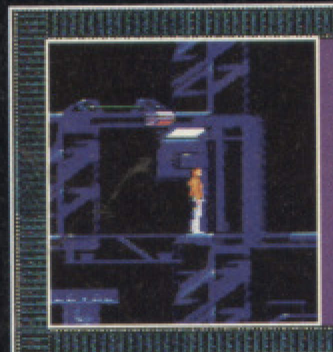
Death Tower is a futuristic game show, your aim is to make it to the top in one piece — not an easy task. Watch your back! Keep on searching the screen for objects which may not be obvious at first glance and train a beady eye on your shields at all times — you may be a lot closer to death than you think!


The guard may look normal but he's well tough and is virtually impossible to kill, you're best advised to run past him.



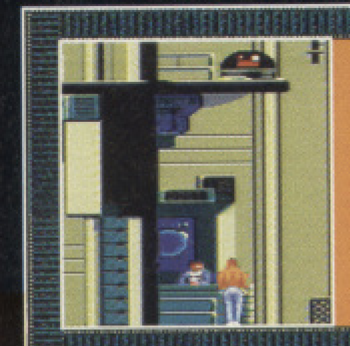
Entering deck six of the tower, you have a choice to go left or right. Go right and flick this switch as it opens the door which allows you to exit

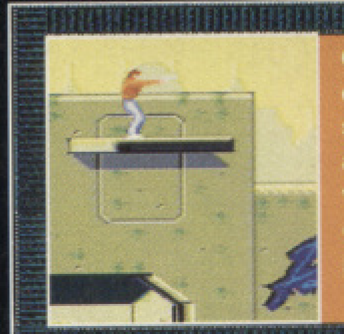

Use these energy restorers regularly. They're not always easy to find, but well worth the effort to locate.


Break both the laser beams on the floor in order to open the top door, which allows you to continue on your way.

LEVEL *FOUR*

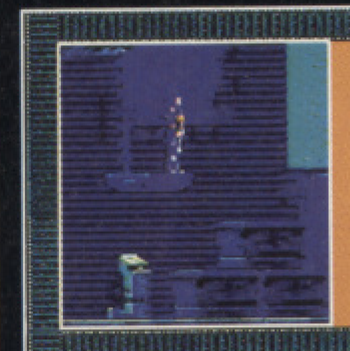
Back on earth the police have been notified of your presence and have been authorised to shoot to kill. From here on in things get *really* tough!

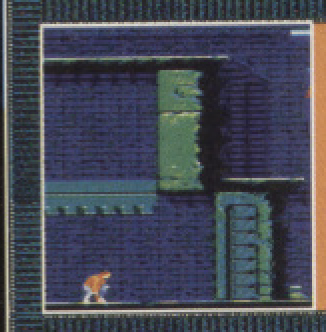

The man asks for your papers. This sounds misleading, give your I.D. card and he allows entrance to the city.


Once you have climb up your way seems blocked by a large glass window, Use your gun to shatter the problem!


You must find this switch and activate it, as it turns off the energy beam below and allows you to proceed.


Jump up from the level below with a running jump. Shoot the glass and collect the key, exit to the far right of the stage and up the lift.


Jumping on to this blue platform opens a secret door, making the rock move back and the lift come up — save the game after you've done this.


Flip the switch in the top right corner to make the rock below move, then collect the key needed to open the door at the bottom of the stage.



Complete Solution

worked. When you start the game everything seems the same until the computer opponent appears and he's a different colour.

WWF Royal Rumble (US)

To wrestle or have the same character as your tag-team partner, during the wrestler select screen press [L] to stop the WWF logo moving. Now press and hold [L] and [R] to make the background move again. Continue holding both buttons and press [SELECT]. Now use the selection screen to choose the same wrestler.

To give your wrestler a super secret special punch, wait until the screen with the text and copyrights on is about to disappear and simultaneously press [B] and [Y]. If you hear 'ugh', the trick's worked and you're in business.

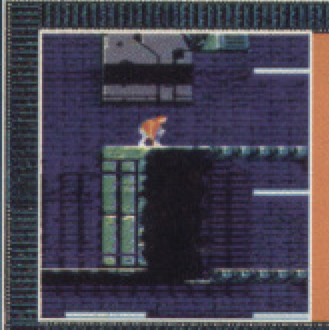
Rocky & Pocky (US)

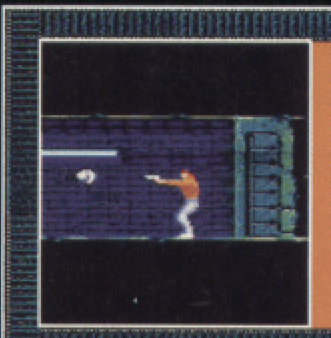
Stage select: go to the player select screen and simultaneously press and hold [X] and [Y]. While continuing to hold these buttons down, press [B] four times, [A] four times, [A], [B], [A], [B], [A], [B], [A], [B] and then press [START]. Use the stage select screen to choose the level you want.

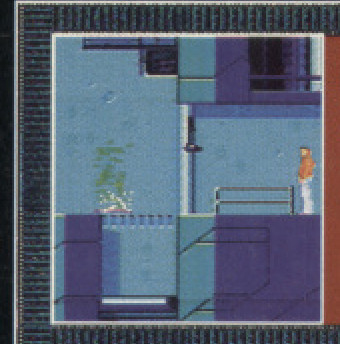
Cyber Spin (US)

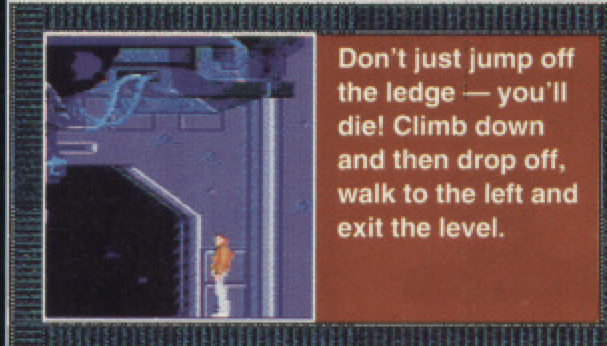
Here are a few passwords for *Cyber Spin.*

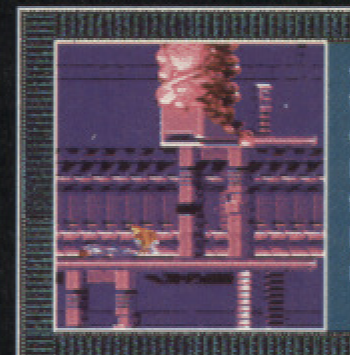
Peru:
MBC27-44111
11111-3P121
Kenya:
GYP74-MGD11
2121K-4R161
Spain:
NZR78-MRH11


Crouch here and roll forward. This allows access to the save pole which you should use, now flick the switch and turn off the laser gate.


Kill the electro ball before the moving laser gate catches you up, it's tough but timing is the key.


Kill all the laser balls as it makes avoiding the moving laser gates much easier.

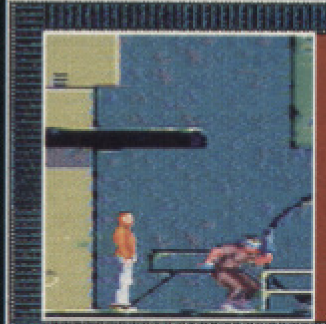

Don't just jump off the ledge — you'll die! Climb down and then drop off, walk to the left and exit the level.

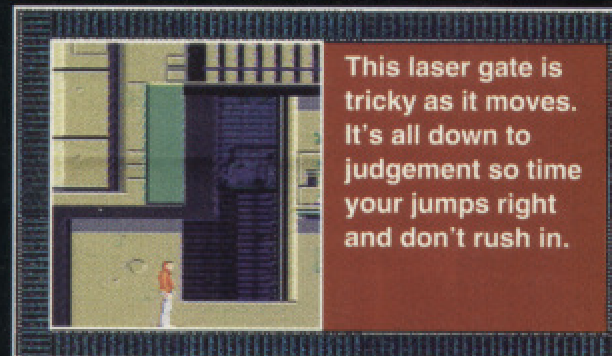

Jump up and flick the switch, climb down, shoot the bottom door and flick that switch. Now kill the mutant.

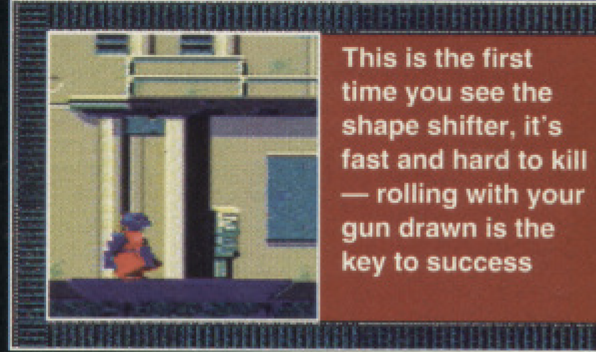

Finding this save point is crucial, as dying now means you've got to do the rest of the level over again.

LEVEL*FIVE*

Just when you think things have got to get easier along comes another testing mission. Like many of the others though if you stay cool and use your head (and these tips!) you won't go far wrong. Start by finding the teleporter to transport Conrad to the alien stronghold.

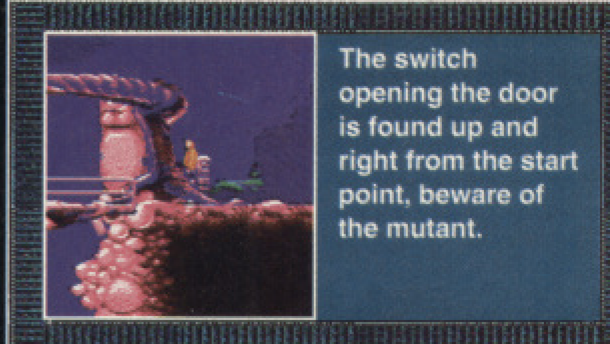

The first thing you've got to do is get your gun back and kill the guard — now pick up the key he drops.


This laser gate is tricky as it moves. It's all down to judgement so time your jumps right and don't rush in.


This is the first time you see the shape shifter, it's fast and hard to kill — rolling with your gun drawn is the key to success

LEVEL*SIX*

Only one stage from finishing the game and putting paid to the aliens' plans — keep your nerve and keep saving! The ending's a lot nearer than you think but there are still one or two nasty surprises in store. Whatever you do don't get complacent!


The switch opening the door is found up and right from the start point, beware of the mutant.


Pick up the mechanical mouse and place it on the bottom left sensor. This makes the door rise.


Now stand around here and throw the tele-receiver through the laser gate and use the tele-controller to warp past the obstacle.



21211-1K179
Last stage in America:
V?X8K-MTH11
21211-2C189

Nigel Mansell's World Championship Racing

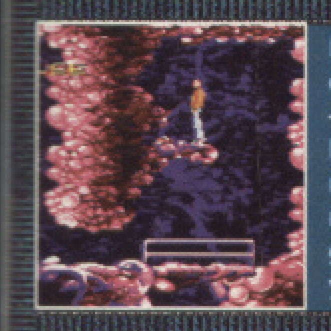
The complete list of codes:
Mexico
DPGM15M9.LVYSTT
Brazil
4ZF01QWZW74H3.L4JL
San Marino
C89K7.6ZJSGG0XBS4L
Monaco
OPGJFOFJ12N6KNVWW7
Canada
N5S9LYBB66KKB4PDXX
France
WPBQJR46RLLBX.F9S7
Britain
72WNBM5V4NT6H5QZQ7
Germany
DM46FWWGQBCM0F0.LT
Hungary
CWTNWRWC4JNZP25T1T
Belgium
VP3PNZXP329MHQDP2T
Italy
WLRCNOQP8LN8FZL12H
Portugal
9W1XH9G6H9LKV3.8MH
Japan
HH5GY62QPCVD9ZK5HD
Australia
X4LWJO1XN6LW0D3KVY
The championship
VM.20HQDMSN0QWLT2Q

Street Fighter II Turbo

Use this trick to see one of the best endings the easy way. First you have to use the trick that turns off the special moves. When the Capcom logo appears press [DOWN], [R], [UP], [L], [Y], [B], [X], [A]. Now set the difficulty setting to one star and complete the game. Surprise! A great ending without all that hard work.



Once you've got the key from the bottom of the level come back to this point and use it in the lock.



Pick up the exploding mouse — they make killing hard to reach baddies much easier, don't get in their way yourself though!



Don't touch the switch to your right — it activates the lift, and if that goes back down you're stranded.



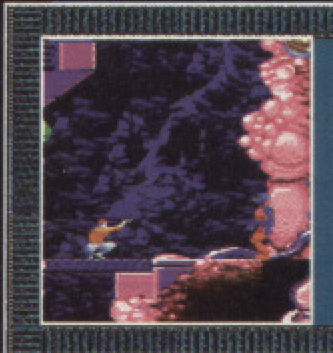
Climb down and kill the mutant, flick this switch and it opens the doors to the right.



Now use the key found as you enter this screen on the lock to open the trap door above.



Timing jumps is all important. Wait for the mouse to get close to the sensor corresponding to the laser gate and then jump.



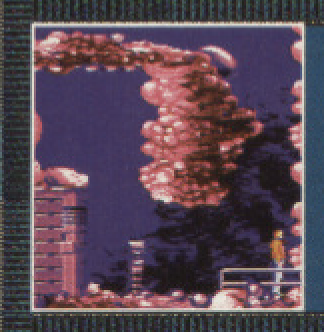
Be sure to kill the guard as you appear on this level or he blasts you. Be ready to use the shield in case you're not fast enough.



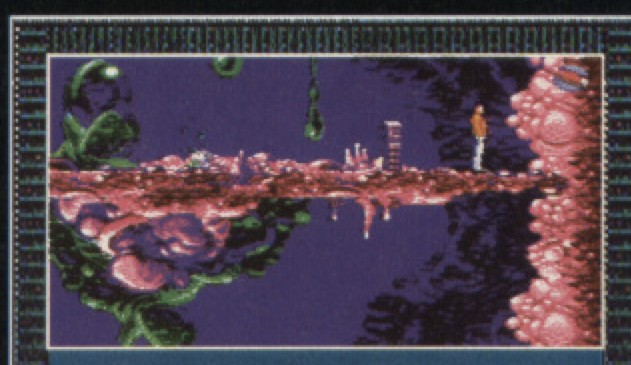
Shoot the laser on the left and it destroys the sphere and opens the trap door. Use the tele-receiver to get down the hole as it's too far to fall.



Stand on the middle platform and shoot the dangling muscle. Keep changing sides until you can't hit it anymore.



Stand here and pick up the key. Now use it in the door to your left and use the elevator to go down to the final section.



Throw the tele-receiver from here back across the two laser gates. Now drop the atomic charge and activate the switch to your left. As the atomic charge disappears, use the tele-control to warp past the laser gates and go back up in the lift — from here keep going right until you come to a dead end. There's a lift in the middle of this room, use it to escape.

Congratulations! You've destroyed the alien menace and can finally start to rebuild your life. Next month we'll be bringing you another complete solution, in the meantime feast your eyes on the delights of the *Secret of Mana*...

Wayne's World (US)

To select any level, wait until Wayne and Garth appear and begin singing. Simultaneously press and hold [X], [L] and [R], then release them all. Next press [UP], [Y] and [B] simultaneously and a stage select screen appears. Use select to cycle through the different stages and press [START] when you're ready to begin.

Super Bomberman

To shrink your character down in size to a midget, at the title screen move the cursor down and press [START]. Now enter the password as 5656 and select either battle mode or normal game and your character is a shadow of its former self.

Zombies (US)

Here is a list of passwords for this great game. If you use the passwords and begin the game on a later level, you greatly enhance your chances by starting with the same amount of lives.

Level 05 FHRX
Level 09 NBGW
Level 13 RFCR
Level 17 RKYL
Level 21 PXBG
Level 25 XYLZ
Level 29 XLZG
Level 33 WJQK
Level 37 BZVG
Level 41 BRPK
Level 45 VLHX
Credit Level XWJR

Super Turrican (US)

This little trick lets you hear all the Dolby ▶



Welcome to part two of this complete solution. You'll remember last month we left our three intrepid heroes in the forest of four seasons. From there it's a simple trip to the next area where we pick up the action. Take it away tipster...

START


1

After beating the bird boss in the village, head north and enter the Mana Palace. You find an old man standing by the Mana seed, walk up to him and have a chat.



2

Ask him nicely and he hands over the valuable Sylphid magic, allowing the two magical characters to cast new spells. The Girl receives the particularly useful analyser spell.



3

Just before you leave, the Sprite recognises the old man as her long lost grandpa. After a brief conversation, he tells you to hold aloft the Mana seed and receive its powers.



4

Head back to the crystal in the forest that blocks the way forward. Use the analyser spell and it tells you the Sylphid magic will work.


5

Now the crystal is destroyed, you're able to enter a new section of the forest — beware, the baddies are much stronger and do great damage.


6

Explore the forest until you reach this cave. It's only a very small cave, dodge the enemies in there and head for the exit to the left. This brings you out in the....

surround sound without having to play through! Go to the options mode and then to the 'exit' selection. Now hold down [L], [R], [X] and [A]. While holding these down press [START]. The sound test now appears.

Mario All Stars

Mario 3

To get all three warp whistles easily, go to World 1-3 and find the white block near the end of the stage. Get on it and duck down until you fall into the background. Run right and collect the warp whistle. Press [START] to save and quit, now restart and repeat the process until you get all three.

Lost Levels

For extra lives, head to the first set of blocks in the first stage. Release the mushroom in the second block and bounce it over the end wall without hitting the koopa troopa. Grab the mushroom but don't scroll the screen past the next few blocks. Return and break the first block, next break the third block from the bottom left and leave the koopa troopa on the last block. Jump onto the block the mushroom came from, leap across the gap onto the koopa troopa and collect the 1-ups. Don't collect more that 126 lives or the game ends.

Final Fight 2 (US)

To be the same character in a two-player game, at the title screen, when it lets you choose a one- or two-player game, press [DOWN], [DOWN], [UP], [UP], [RIGHT].

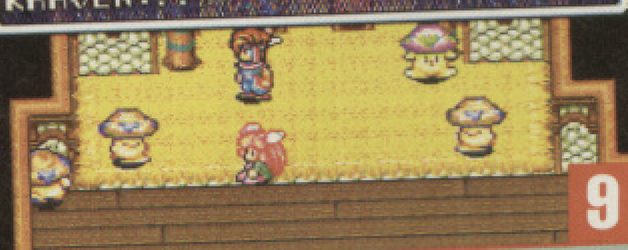
...Mushroom Village! All weapons are deactivated because this is a friendly village and the inhabitants are good. Have a look around the town until you find the castle.

7



8

After stocking up on chocolate and other goodies, head into the castle and on to the throne room. King Truffle is glad to see you — he proclaims you're the lost knight who will save all the land!



9

He also tells you of a legendary white dragon sighted in the hills near the Mushroom Kingdom. Finding this dragon is crucial, so after a quick sleep at the Inn upstairs, exit through the right door.



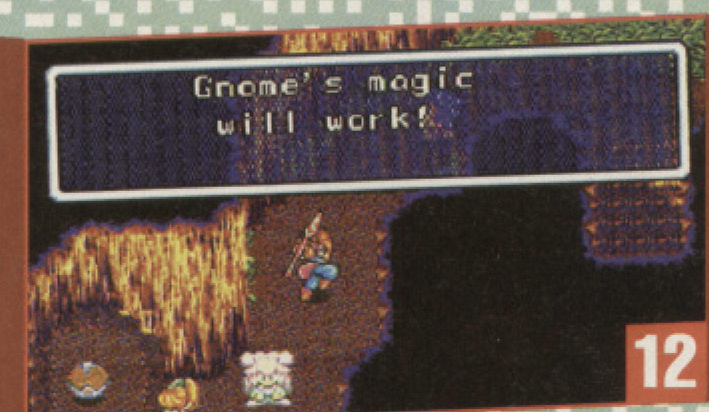
10

This door brings you out in another part of the village. Follow the path until you come to a door. Beware, this part of the kingdom is not friendly and you're attacked from all sides.



11

When exploring these caves be very careful, the baddies are increasingly powerful and if you haven't got good enough armour you're in big trouble. Keep exploring until you find this crystal.



12

Gnome magic destroys the crystal, so give it a blast with Sprite's earth slide magic. Now go back through the door — the rocks barring your way have crumbled and you're able to proceed.



13

The boss is a very quick giant snake. Use the analyser spell to find out what magic works best and use it! Attack him with powered-up weapons and always top-up your energy if it falls below 100.



14

With the snake beaten, head north and go through the cave complex until you reach the room with light shafts shining through. Here is the baby white dragon, so have a talk to him.



15

You are now instantly teleported to King Truffle's castle. He tells you he will look after the dragon, and the Fire Palace is in the Kakkara Desert.



16

Head out of the Mushroom Village and back to the forest. Now head east until you come to the cannon travel centre — buy a ticket to the Kakkara Desert and away you go.

[UP], [UP], [RIGHT],

[LEFT], [RIGHT], [LEFT], and then the top [L] and [R] buttons at the same time. The screen now turns blue. Select a two-player game and go to the character selection screen. Have player two select the desired character and then player one. Both play the same combatant but in different colours!

Tuff-E-Nuff (US)

To play as any character including the bosses, start the game from the title screen. When the 'select mode' screen appears (the one with the three boxes on), push the control pad [LEFT] three times, [RIGHT] three times and [LEFT] seven times. Press [START] and you hear an explosion. Additional characters appear on the screen!

Legend (US)

During story mode, hold down [Y] and [A] on controller one. Reverse it by holding down [Y] and [A] on controller two. While still holding these buttons down, press [START]. There is now a stage select on the option menu.

Goof Troop

Here are the passwords for every level of the Capcom classic:

Level 1 banana, red diamond, cherry, banana, cherry

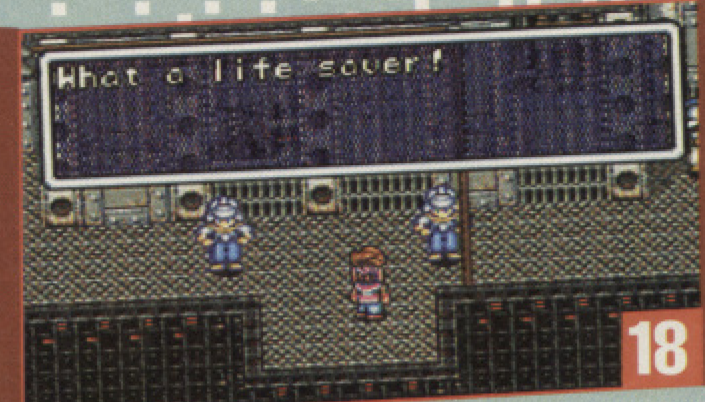
Level 2 cherry, red diamond, blue diamond, cherry, banana

Level 3 red diamond, cherry, blue diamond, blue diamond, red diamond

Level 4 banana, cherry, blue diamond, red diamond, banana



17 The desert is full of dangers, none more deadly than the sand pits found dotted around the place. They suck you in if you get too close and spider's legs spring up and attack — avoid at all costs.



18 After wandering aimlessly in the desert for a while you're about to pass out, but you're saved when a giant ship picks you up. Beware, everything is not as it seems!



19 Upon boarding the ship the guards brand you spies. You're all separated and the hero must find his pals. Speak to this bloke to set the escape process in motion.



20 After the diversion, make good your escape. Head for this flight of stairs, go down and enter the ship's larder. Here is the Sprite — the cook is glad to get rid of her, as she's eaten all the ship's food!



21 Girl is found through this inconspicuous door, so go in and rescue her. Now fight Mechrider — simply use the analyser spell and attack with the magic it fears most.



22 The ship is destroyed and you and the crew are stranded in the desert — speak to everyone and say no when asked whether you're staying for the rescue party. You now appear outside this village.



23 After powering up weapons and buying food, cannon travel to the Ice Forest. Leave the Toto village and head southwest until you find a secluded house with a reindeer outside — it's Rudolph!



24 Keep following the path until you reach this boss. As before, use the analyser spell to discover his weak point and blast him with the appropriate spell. When he's dead, a path to the north opens up.



25 Enter the village and speak to the man standing by the boiler. He asks if you'll look after it — say yes. When you get the chance to open the boiler, do so and release the fire spirit Salamando.



26 Salamando explains he was trapped in the boiler and forced to heat the village. He shows his gratitude by giving you his magical abilities. Head back to the castle in the Kakkara Desert.

Yoshi's Safari

To change the seasons for Yoshi, wait until the title screen appears and press [X], [Y], [R], [L] then [START] on controller one. If you've done the trick correctly the screen should go black and return with a pink sky!

B.O.B.

To get 99 rounds of ammunition take any B.O.B. password and change the second digit to nine. For example change the password 272578 to 292578.

Rock and Roll Racing

Replace X with the number of laps you wish to race 7E0EF10X
Unlimited plasma rifle 7E0E9505
Unlimited jump jets 7E0EAD05
Unlimited claw mines 7E0E9905

Super Mario All Stars

Mario 1
Mega jump 7E070911
Mega float 7E070402
Mario 2
Unlimited floating 7E04CA03
Invincibility 7E04C310

Super Turrican

Invincibility 7E04FD0C
Infinite Lives 7E04FB03

Bubsy the Bobcat

Infinite Lives 7E020D08

Game Genie

Mortal Kombat

Restores blood but not death moves DDB4DD07 + DDB4DFA7
Always get flawless



27 Go down the stairs and use the Salamando magic — exploder spell — on the crystal, opening the way forward. Before long you come to another crystal. This time use the Undine's freeze.



28 This opens a staircase up to another level and a battle with a giant Minotaur. Use the Undine magic. When he's beaten, you discover the seed has been stolen. Head back to the ice country.



29 Once there, head back to the village where you found Salamando and go north. You come to the Ice Palace — explore until you come to the library, where you fall into a trap.



30 Three baddies await. They start off in a weak form with no defence, though when they've taken some punishment they transform into voracious blue dragons. Be wary and use your magic.



31 With those beaten, move onto the real boss of the level. Use the Salamando magic on him. When he turns into ice cubes, anticipate where he reforms and get out of the way. Keep casting at all times.



32 When he's beaten, it turns out he's Santa and was tricked into stealing the Mana seed. The seed's power turned him into a demon. He gives you the seed back and is reunited with Rudolph.



33 As you leave the Ice Palace, visit Neko to stock up on fairy walnuts, armour, chocolate, candy etc. More importantly, save your game so you don't have to do the whole castle again!



34 Take the Mana seed back to the Fire Palace in the Kakkara Desert and receive a full magic re-supply. This part of the task is complete. Now go back to the village in the desert.



35 The people are pleased you've returned the Mana seed but there's still no water in the village. The elder mentions a Sea Hare's tail — keep this in mind as your journey progresses.

You're well on the way to restoring the power of Mana and bringing harmony to the world. Next month we'll be bringing you the next perilous instalment as our heroes journey ever closer to the fabled Mana tree.

bonus 6D883D67

Street Fighter II Turbo

First hit of any kind defeats opponent DD1857OD
Winner of 2nd round wins the battle DF045DAF
Select up to 20 stars in Turbo mode ADFCE40d & F9FCE46D
No charging required for some moves DO71E460
Above code cannot be used with Balrog's turn punch power.
Hard special moves become light DD758460
Hard special moves become medium D4758461
Hard special moves become disabled D6758462
Invisible players 8ED287A9
Most special moves go nowhere C9337DA9
Fireballs go nowhere C9B877A5
Hard Hurricane Kicks are better DO3914AD
Above code only works when played to the right.
Below codes are for Ryu only (DP = Dragon Punch):
Hard DP doesn't go as far DF301DAD
Hard DP goes much further D6301DAD
Medium DP doesn't go as far DF301DOD
Medium DP goes much further D6301DOD
Light DP goes much further D63717AD
Jumps back further D5261DAF
Jumps forward further E52514AF
The codes below are for Ken only:
Hard DP doesn't go as far DF3017AD
Hard DP goes much further D33017AD
Medium DP doesn't go as far DF3017OD ■

The Guide

The Guide is... every tip and code you've ever needed, the complete games directory, the place to buy, sell or swap games. For more info call 0584 875851.

The Code Collection

This month sees yet more up to date codes, hints and cheats for all your gaming needs. Don't forget, codes in red are for the Action Replay and those in blue for the Game Genie. Happy hunting!

ACTRAISER (US VERSION)

7E001D08: Unlimited energy if playing from the start.

ACTRAISER

If you've finished this great game in regular mode, try a more difficult setting. Go to the title screen and move the game icon below New Game. The word 'professional' appears, enabling you to play in arcade mode.

Another handy tip is to cause an earthquake in Kassandra after the pyramid has risen. During the rebuilding of the city, the inhabitants find a yellow heart. This increases your number of hearts during the action scenes.

ADDAMS FAMILY: PUGSLEY'S SCAVENGER HUNT

Take control of podgy Pugsley in the Addams mansion:
7E009503: Infinite energy

ADVENTURE ISLAND

Wait for the intro to start and press [START] for the title screen. Now press [R], [R], [X] and [START] for a level-select.

ALADDIN (UK)

Level 2 Genie, Monkey, Aladdin, King
Level 3 Jafar, Monkey, Princess, Genie
Level 4 Genie, Jafar, Aladdin, Monkey
Level 5 Monkey, Aladdin, Genie, Princess
Level 6 Jafar, Princess, Aladdin, Jafar, Final Battle Aladdin, Princess, Monkey, King.

ALIEN 3

Level 2: QUESTION
Level 3: MASTERED
Level 4: MOTORWAY
Level 5: CABINETS
Level 6: SQUIRREL
Level 7: OVERGAME
7E15E264: Full energy on the Flame Thrower
7E1ODA90: Weapon fire, but does not kill anyone
7E14C604: Infinite Flame Thrower
7E15D408: Infinite Pulse rifle
7E15E264: Infinite Blowtorch
7E15DC08: Infinite Grenades
7E124499: Energy — when entering a new room you get hit once, but after that you can't be touched.
FD3644D1 More rifle clips
4D3644D1 Loads more rifle clips
DO3644D1 Less rifle clips
FD3B4F01 More grenade clips
4D3B4F01 Loads more grenade clips
D03B4F01 Less grenade clips
CD2A44A4 More ammo in rifle clips
FO233D64 More ammo in grenade clips
3C2844D4 Infinite ammo for pulse rifles
3C223D64 Infinite ammo for grenade launcher
3C253704 Infinite ammo for flamethrower
D4641D460 Take less damage
DD6D1700 Maximum energy from medical kit

ALIEN VS. PREDATOR

For all the hype, this game's a bit of a letdown in gameplay. If you're finding it tough going, try this stage-select cheat. When the title screen is up, select 'CONFIG' and open the option menu. Keeping [L], [R], [X] and [A] pressed on controller two, press [START] on controller one.

ARCANA

On the title screen press [DOWN], [SELECT], [SELECT], [X], [Y], [SELECT], [SELECT], [L], [R], [SELECT], [SELECT], [L], [R], [UP]. Select levels by pressing the following buttons:
2 — [A]
3 — [B]
4 — [X]
5 — [Y]

ASSAULT SUIT VALKEN

On the title screen hold down [L], [R] and [UP] and press [START] for infinite continues.

ASTERIX

Infinite energy 7E05F003
Timer stops 7EO5F907
Infinite lives 7E05FD03

AUGUSTA GOLF

Augusta is a tricky course for even the most seasoned of professionals. We can't improve your swing but we can make life easier with four choice codes:
L3FHPOZNGW, NXDSF3JNXF, 05TCT1SQ4B, GREBZUVSME

AXELAY

To become invincible, start as normal, and press [PAUSE] then [UNPAUSE]. Wait a second, then [PAUSE], [SELECT], [UP], [DOWN], [LEFT] and [RIGHT], [Y], [B], [A], [X], [UNPAUSE]. The lives display is replaced with 'MUTEK' at the top of the screen, confirming that the cheat's been successful.
7E0325FF: Invincibility
7E032901: Finish the level quickly

BART'S NIGHTMARE

7E013D02: Unlimited bubblegum
Guide the pointy-yellow-headed one through his own mind:
7E013D02: Unlimited bubblegum
7E093803: Infinite lives
7E013705: Infinite melon seeds

BATMAN RETURNS

To get nine lives, punch in the world famous Konami command on controller 2 at the Option Mode menu: [UP], [UP], [DOWN], [DOWN], [LEFT], [RIGHT], [LEFT], [RIGHT], [B], and [A].
7E008C03: Infinite lives
7E008A63: Infinite energy

BATTLE BLAZE

For infy credits, on the title screen press [START] and [SELECT] to get to the options screen. Hold [L], press [UP] and [X] together. Hit [L] and [Y] at the same time, followed by [DOWN], [B], [RIGHT] and [A].

BEST OF THE BEST

At the title screen press [START], and then move up to the options. Press [START] again. Now highlight the password option and press [START] again. You will see a load of numbers and letters in the top left-hand corner of the screen. Change them to: RHT255W37C.
a. 828DD409: Infinite special moves
b. DEC36D69: Start with one special move
c. D6C36D69: Start with eight special moves
d. BAC36F69: No special moves for player 2
e. D4C30DAD: Player 1 can play with any boxer (no special moves)
f. DCC30FDD: Less strength
g. DCC30FOD: Less resistance
h. DCC30F6D: Less reflexes
i. 74C30FDD: More strength
j. 74C30FOD: More resistance
k. 74C30F6D: More reflexes
l. D68FAD65: Almost infinite energy
Use this beat-'em-up's great moves to the full with:
7E0221FF: Infinite energy

BILL LAIMBEER'S BASKETBALL

2 point shots worth 3, 3 point shots worth 4 76BFA4AF
All shots worth:
1 point 1BBFA7DF & DFBFA7OF
3 points 1BBFA7DF & D7BFA7OF
4 points 1BBFA7 & DOBFA7OF
5 points 1BBFA7DF & D9BFA7DOF
6 points 1BBFA7DF & D1BFA7OF
Each half lasts:
0:30 DDB467DF
2:30 D4B467DF
3:30 D7B467DF
4:30 DOB467DF
Start with $8,398,6086 DC564C6
Start with $16,721,680 EEC564C6
No money deducted when trading (must have enough money) C2BE6D4B & 6DBEAD4B
Timer continues to count when time out (press [START] to end) DDB767DF

BLAZEON

C2B4D4DD & C2BD64AD Infinite lives
DD6E6707 1 ship
DF6E6707 2 ships
D76E6707 4 ships
D06E6707 5 ships
D16E6707 7 ships
DB6E6707 10 ships
FB6E6707 26 ships
DF6D607 Start on Stage 2
D46D6F07 Stage 3
D76D6F07 Stage 4
D06D6F07 Stage 5
C2C7D7A7 Mars has infinite atomic shields
C2C3DF67 Neptune has infinite hyper-bombs

BLUES BROTHERS

When you get to the Denver concert, collect the eleven extra lives on offer, kill yourself and repeat the process untill your life stock is at a maximum of 99.

B.O.B (UK VERSION)

Here are the 48 level codes...
530237, 462893, 905781, 583721, 370439, 633059, 960379, 683349, 110674, 853268, 950745, 923571, 570836, 103495, 481376, 713852, 171058, 743690, 901588, 574471, 671255, 103928, 481773, 144895, 361497, 574132, 711984, 775895, 361687, 704526, 472149, 775092, 652074, 614906, 862341, 605237, 072251, 635184, 272578, 605463, 672451, 575381, 752790, 265648, 302653, 845527, 382975
This code is for the last level: 426081
3C37A7D4 Infinite weapons — except for Flame
DDCOC770 Maximum weapons on pick-up
3CC73F85 Infinite Remotes
FOA61D59 Start with 20 3-way (Weapon)
FOA61FE9 Start with 20 Flame (Weapon)
FOA61759 Start with 20 Rocket(Weapon)
FOAB1DE9 Start with 20 Bolt (Weapon)
FOAB1459 Start with 20 Wave (Weapon)
D6660DDD Start with 9 lives
4A6EOFOD Infinite lives
DOA81F89 Start with 3 Helicopter Hat (Remote)
D9A81F89 Start with 3 Floating Bomb (Remote)

BUBSY BOBCAT

Here is the complete list of level codes...
JSSCTS, CKBGMM, SCTWMN, MKBRLN, LBLNRD, JMDKRK, STGRTN, SBBSCH, DBKRRB, MSFCTS, KMGRBS, SLJMBG, TGRTVN, CCLDSL, BTCLMB, STCJDH
7E0214XX: Level select replace XX with 0-13
7E009300: Stops the animation on the water

CASTLEVANIA IV

7E13 F410: Infinite energy
7E13 F050: Infinite time
7E007C03: Infinite lives
7E13F214: Unlimited extra weapons
Before climbing the steps to meet Dracula, jump across onto the clouds and walk to the far left-hand side of the screen. You get 99 hearts, morning star, triple shot and boomerang.

COOL WORLD

7E021B03: Infinite lives
On the title screen press: [L], [LEFT], [R], [RIGHT, UP], [X], [DOWN] and then [B], allowing you to see the end sequence in the game. And complete your waste of money!

COMBAT TRIBES

In two-player mode, enter the code as 9207. Both players can now choose the same character. On the title screen, press [START] and select 'versus' mode. Enter the following codes for a great effect; 0197 1180 5093 4949 9207

CONTRA III: ALIEN WARS

7E1F8C01: Bombs player one
7E1FCC02: Bombs player two
7E1F 8A63: Infinite lives (player one)
7E1F CA63: Infinite lives (player two)
7E1F 8CO2: Infinite bombs (player one)
7E1F CCO2: Infinite bombs (player two)

CYBERNATOR

For infinite continues, hold [UP], [RIGHT], [LEFT] and [START] on the title screen. You can now select 'free play' for infy continues.

For unlimited napalm, go through Level One killing nothing except the end-of-level guardian. On the next level choose a napalm flame thrower.
DBB117AF 10 credits
C2344FDD Infinite credits
62BF17AF Lasers
62BF17DF Homing missiles
62B4176F Napalm bomb
Start on:
D4BD176F Level 3.1
D7BD176F Level 3.2
DOBD176F Level 3.3
D9BD176F Level 4.1
D1BD176F Level 4.2
D5BD176F Level 4.3
D6BD176F Level 5.1
DBBD176F Level 5.2
D6BD176F Level 6.1
FDBD176F Level 7.3
FFBD176F Level 7.4
Also:
F4BD176F View failed ending
F7BD176F View successful ending

DARIUS TWIN

To get 49 ships, press [L] and [R] on the second joypad then [SELECT] and [START] on the first.

DEAD DANCE (JAP VERSION)

Fireballs don't move — 7E0B3C68
Player 1 can't move left or right — 7E0F3350
Player 1 plays Dolf — 7E0F500A
Player 2 plays Dolf — 7E0FA90A
Player 1 plays Rei — 7E0F500C
Player 2 plays Rei — 7E0FA90C
Player 1 plays Gajet — 7E0F500E
Player 2 plays Gajet — 7E0FA90E

DESERT STRIKE

If you're having trouble making your way through this tough strategy sim try these codes:
Level 2: 3ZLHZTN
Level 3: 93ZHBRH
Level 4: W8PP97Z
Level 5: W4WSP37

DIMENSION FORCE

The new magazine from Impact (only kidding):
7E021504: Infinite lives
7E020F0C: Full power. For other options, use B instead of C.

DINOSAURS

Dinosaurs (on platforms):
7E17310X: Gives player one [X] amount of lives each time Action Replay is enabled.
7E16ED05: Maximum energy for dinosaur when Action Replay is enabled. Use both the codes for invulnerability.
7E176305: Gives human player full energy. Use with the above codes for invulnerability.
7E0DF063: Sets time at 63 seconds when Action Replay is enabled.
7E1F8CXX: Gives player XX eggs when Action Replay is enabled.

DRAGON BALL 2

This cheat for playing the same character in this Japanese Super Famicom game was sent in by *Joseph Lee* of *Middlewich*. Hold down all the buttons on joypad one ([L], [R], [Y], [B], [X], [A]) after the speech has finished. Now make a circular movement on the joypad; you hear a ringing noise indicating the cheat is activated. If you keep the buttons held down and repeat the circular movement you can access five more characters. Listen for the speech telling you the cheat is working.

DRAGON'S LAIR

7E0FF903: Infinite energy
Try these level codes:
Level 1 — 2A, 4B, 7C, 6D
Level 2 — 3B, 5C, 7D, 8A
Level 3 — 2C, 3D, 6A, 8B

EXHAUST HEAT II

This screaming hot F1 racer comes packed with a half dozen handy cheats. Grab controller 2, flip on the game and in the short while the Notice screen is showing, quickly hammer in these codes.

Rank Select
If you're not inclined to fight your way up from Class C to F1, try this cheat and pick any rank and machine. [UP], [DOWN], [LEFT], [RIGHT], [X], [B], [Y], [A], [A], [A], [A], [A], [A] and [A]. After selecting your machine, you can even save at the menu Screen so you can start playing with F1 aces in a top class machine from the start.

F1 Course Select
For this trick, you have to have F1 data saved. (No problem!). Just use the above cheat, reset and try this code.) While the Notice Screen is up, hammer in [A] four times and [B] fourteen times.

Shoot for individual course time records! [UP], [X], [RIGHT], [Y], [DOWN], [B], [LEFT], [A] and [A]. You get the choice of any machine so you should be able to put some decent numbers.

Sound Test Mode
Check out the cool sound effects and rockin' tunes with the cheat. [L], [R], [L], [R], [L], [R],[L], [R], [L], [R], [L], [R] and [R].

Extra Shooter Game
Surprise, surprise! If you get tired of hardball driving, try your hand at a couple of prehistoric games included in this racer. The first is a two-player shooter duel that looks like a museum piece. Just key in [Y] four times and [X] twice.

Rotten Wall Game
Here's another diverting classic! Key in [X]

four times [Y] twice for a *Pong*-style 2- or 4-player battle with breakable blocks in the way a la Breakout.

FLYING HERO

7E005903: Infinite lives
7E005A03: Infinite bombs

F-ZERO (UK VERSION)

7E11 5000: Always finish first!
7E00 CA08: Infinite power
7E00 5902: Infinite lives
7E0C F301: Infinite turbo boosters
7E00 CA0B: Infinite power
7E00 5908: Infinite lives

To get a boost from the starting line hold down the accelerator. As soon as the race begins, pull out in front of your competitor. He slams into your back, giving a whopping boost forward.

In Port Town II, get a superjet and head to the left after crossing the starting line. Activate the superjet before you get to the jump ramp and quickly angle to the right to jump to the opposite side of the track.

For a power-up, go to the flashing patch on the track, get on top and ride across it. A spaceship refills your energy so you return to the game.

F1 EXHAUST HEAT

For extra cash, go to the select-player screen and enter **SETAUSA**. This gives you $10,000 when you start the game.

When you're at top speed press [L] and [R] for a superboost up to 400kph.

FACEBALL 2000

Here's a great way to skip from level one to level ten. At the end of level one turn around and face the wall, then shoot it to open a secret room containing an orb. Use the orb to reveal the exit to level ten.

On the title screen press [L], [R] and [START] together for a secret game. Do the same on the game-select screen for a life/level-select.

7E0BD103: Infinite lives
7E035201: Next tag opens exit regardless of how many tags made so far
7E03CEXX: Where XX is a level number, this is a level-select. Must switch off Action Replay after level has been reached.

FATAL FURY

Go to Street Fight mode. Player one chooses either one or two players. Now press [DOWN] on controller two and you have a new range of dead hard characters to choose from.

FINAL FANTASY 2

7E200803: Loads of hit points for player one
7E208803: Loads of hit points for player two

FINAL FIGHT (US VERSION)

7EOD 6EO5: Infinite lives
7EOD 1450: Infinite energy

To get a hidden options screen with difficulty-select and sound test, hold down [L] and [R] and press [START]. Now go to exit and press [B] for the options to take effect.

FINAL FIGHT 2

7E106D8D: Player 1 keeps full energy bar
7E11258D: Player 2 keeps energy bar full
7ED86399: Stops time from counting down
7E10A2FF: Player 1 starting lives
7E115AFF: Player 2 starting lives
7E10260F: Grab the enemy, jump and then attack to destroy him. Only Haggar can do this. Do not use this method on the bosses.
7AE105BXX: XX changes the players colours (player 1)
7E1113XX: XX changes the players colours (player 2)
7E1079FF: One hit is needed to kill the enemy (player 1)
7E1131FF: Only one hit is needed to kill the enemy (player 2)
7E1003XX: Player 1 select character — OO=Haggar, 01=Maki, 02-Carlos
7E1OBBXX: Player 2 select man — 00=Haggar, 01=Maki, 02 Carlos

FINAL FIGHT GUY

On stage four, walk up and down in front of the white dog for more energy.

FIRE POWER 2000

7E609A63: Infinite lives for the Jeep
7E60D607: Level 7 powerup for bullets for the Jeep
7E60DAO7: Level 7 powerup for Jeep's Flame Thrower
7E60DE07: Level 7 for Plasma for the Jeep
7E60E207: Level 7 powerup for Jeep's Laser
7E60E607: Level 7 powerup for Ionic for the Jeep
7E60DF07: Level 7 powerup for Super Weapon for the Jeep
7E609C63: Infinite lives for the Helicopter
7E60D807: Level 7 powerup for bullets for the Helicopter
7E60DCO7: Level 7 powerup for Helicopter Flame Thrower
7E60E007: Level 7 powerup for Plasma for the Helicopter
7E60E407: Level 7 powerup for Helicopter Laser
7E60E870: Level 7 powerup for Ionic for the Helicopter
7E60E807: Level 7 powerup for Helicopter Super Weapon

GEORGE FOREMAN'S KO BOXING

Timer goes slower: 566DO7DD
Timer goes faster: DC6DO7DD
Infinite Super Punch (after pickup): 6D25A704
Both players start with half energy: 4D6CD70D
All damage afflicted affects opponent (you may still take a very small amount of damage)
C22AAD04+572AAD64+622AA464+57AA4A4

GODS

Here are some handy codes to help you through.
Temple: SDI
Labyrinth: MGB
Underworld: BMH
7E01DB0X: Gives X lives
7E0156FF: Over 65000 money
7E0157FF: Infinite energy
1DE731E8 Shield lasts until end of level at least
C269C1EB Infinite lives
A28435EC Items you can afford in shop are free
DF3C4073 Start with 2 lives
D93C4073 Start with 6 lives
DB3C4073 Start with 10 lives

GHOULS 'N' GHOSTS

7E14BC00: Continually jump
7E0458XX: Jump duration (values between 0-7F). The lower the number the longer the jump. Try F for a double jump and 7F for a tiny hop!
7E044DOX: Direction of jump, X=0 — right, X=1 — left
7E14F201: Frozen solid while replay enabled
7E14D501: Stops legs being animated when walking
7E028DOX: Select level 1 — i.e. to select level 6 X=5
7E028FOX: Select area, X=O start of level, X=1 middle of level
7E02A402: Infinite lives
7E02A70X: Minutes left
7E02A80X: Tens of seconds left in time
7EO2A901: Infinite time (seconds)
7E044AOX: Shield hits allowed before death
6E02AEOX: Armour
X=0 — No armour
2. bronze
1. Steel
4. Gold
The armour is lost once you are hit.
(7E14BA04 selects the gold armour as well, but doesn't give the magic meter)
7E02B800: Slow motion even on standard joypad while holding down [START]
7E14D30X: Select weapon X
X+0 - Lance
1. Flaming lance, 2. Dagger, 3. Magic dagger,
4. Crossbow, 5. Magic crossbow, 6. Scythe, 7. Magic scythe, 8. Torch, 9. Magic torch
A. Axe, B. Hefty axe, C. Tri-blade, D. Shuriken,
E. Enchanted, F. Bracelet (fireballs)
7E14CFOX: Select magic spell regardless of current weapon
X= Thunder, 4. Shield, 1. Fire Dragon, 5. Lightning, 2. Seek, 6. Nuclear, 3. Tornado
7E14F001: Instant magic, when used with the gold armour and the shield spell, gives you a shield of invincibility. (&E02AEO4, 7E14CF04)
7E1A9BOO: Throw unlimited lances
7E1A9C00: Throw unlimited flaming lances
7E1A9D00: Throw unlimited daggers
7E1A9E00: Throw unlimited magic daggers
7E1A9F00: Throw unlimited crossbow bolts
7E1AA000: Throw unlimited magic crossbow bolts
7E1AA100: Throw unlimited scythes
7E1AA200: Throw unlimited magic scythes
7E1AA300: Throw unlimited torches
7E1AA400: Throw unlimited magic torches
7E1AA500: Throw unlimited axes
7E1AA600: Throw unlimited hefty axes
7E1AA700: Throw unlimited tri-blades
7E1AA800: Throw unlimited shurikens
7E1AA900: Throw unlimited enchanted fireballs
7E02950a 7E02960b7E02970c: Score, made up as 'abcdef'
7E02980d 7E02990e 7E029AOf
7E14D101:
When on top of a wall you can walk off and stay at the same height. (When walking the ground falls)
7E14C301: When action replay is enabled, everytime you jump the ground moves to the height of your jump. To fall back to earth, disable the action replay (this differs from 7E14D1 in that you don't have to jump onto a wall first)
7E0494XX: First weapon thrown speed
7E04D5XX: Second weapon thrown speed
7E0516XX: Third weapon thrown speed
In the above, when using daggers you must alter all of them, but when using lances, change only the first two. If when using daggers you just change 7E0494 then the next two daggers will be the same speed as normal. XX should be 00 to 7F: the higher the value, the faster the throw.

GRADIUS III

To get extra weaponry, pause and press [UP], [UP], [DOWN], [DOWN], [L], [L], [R], [L], [A] and [B].

For 29 extra lives per credit, go to the title screen and hold [DOWN] and [LEFT] diagonally on the joypad while pressing [A] three times.

To access arcade mode, go to the options screen, place the cursor on difficulty setting and press [A] as fast as possible — use autofire if you've got it.

For extra credits, push [X] repeatedly at the title screen. If you don't hit [START] before the title screen disappears, do it again. To get 30 lives go to the top the title screen and press [LEFT], [A] three times, and [START]. Please note, this cheat won't work in conjunction with the extra-credit cheat!

DD8B6DA4 1 life
DF8B6DA4 2 lives
D78B6DA4 4 lives
DO8B6DA4 5 lives
D68B6DA4 9 lives
DE8B6DA4 16 lives
F38B6DA4 31 lives
3C8EDDD7 & 3C8EDD07 Infinite lives
DFCEDFOD 1 credit
D4C3DFOD 2 credits
D1C3DFOD 6 credits
D5C3DFOD 7 credits
D6C3DFOF 8 credits
DBC3DFOD 9 credits
C2276DDD Infinite credits
PFBBA766 Makes Earwing Scorpion easier to kill
DFB16F6C Makes Bubble Brain easier to kill
3C290704 & 3C290764 Weapons status gauge remains at current level after a weapon is selected
CBAFD7AD & DFA4DDD Enemies shoot at you more

HOLE IN ONE GOLF

7E10A102: You get a hole in one every time

HOOK

This cheat enables you to build up loads of extra lives. When you get to level 5, at the start of the level fall down the first chasm on the right. Notice Tinkerbell at the bottom of the pit; walk across to the right and you'll see a 3-up and a leaf. You have to go underneath the rocks to reach them. Then, when you've collected this, die and repeat the same procedure until you have built up enough lives.

HUMAN GRAND PRIX

7E0C49OF: Infinite tyres
7E0C4DOF: Infinite brakes
7E0X2FOF: Infinite wings

When you have qualified for the race but still find yourself at the back of the grid, simply press [SELECT] and [B] to change your situation — you'll be in pole position!

HUNT FOR RED OCTOBER

7E14D502: Infinite mines
7E14E721: Unlimited stealth

HYPERZONE

To access a sound test press [L], [R] and [START] on the title screen; to access the music press [A].

JAKI CRUSH

Just type in a row of fives (5555....) and start the game. You'll start with more than 840 million points and a whole bunch of balls. (The onscreen ball count shows 21, but there are actually 33 — the game counts in hexadecimals.) Other great passwords include '4444444Y', '6666666C', '8888888S', 'CCCCCCCS' and 'KKKKKKKS'.

7E1C62XX: Replace XX to get any number of lives
7E1C6202: Infinite balls

For 84 extra balls type in the password as 88888885.

JAMES BOND JR

Try these level codes:
Level 3: 0007
Level 4: 3675
Level 5: 9025
Level 6: 1813
Level 7: 3353

JOE AND MAC

7E08 1A92: Infinite boomerangs for Joe
7E08 5A92: Infinite boomerangs for Mac
7E08 1AA3: Infinite fire for Joe
7E08 5AA3: Infinite fire for Mac
7E08 1AC4: Infinite stone wheel for Joe
7E08 5AC4: Infinite stone wheel for Mac
7E08 3501: Infinite keys for Joe
7E08 7501: Infinite keys for Mac
7E08 6202: Infinite lives for Mac

To exit a level you've already completed, [PAUSE] and [SELECT].

JOE AND MAC 2

7E004202: Infinite lives

JOHN MADDEN'S FOOTBALL

For anybody out there who's been mad enough to buy this horribly nasty conversion, here are some codes.

Buffalo: BBBF7G7CNR, BBBF78JF1M
Chicago: BBBF8C8JJS, BBBF8H42YP
Cleveland: BBBDDGT4N8, BBBDDN4HBP
Dallas: BBBFDP7ML5, BBBFD75N6I
Denver: BBBM6RFLST, BBBM626M75
Green Bay: BBBKCLKTFT, BBBKC9YMGY
Houston: BBBLCT7WTZ, BBBLC20XW6
Indianapolis: BBBNBNJTUR, BBBNB5LBCJ
Miami: BBBMGSS254, BBBMGW52C3
New Orleans: BBBNKYJOWY, BBBNK591Y5
New York: BBBFV21HMS, BBBFWWBKRT
Pittsburgh: BBBGY3STO4, BBBGY47J5L
Seattle: BBBKY96X15, BBBKZURZML

For a super-closeup of the crowd hold down any button and press [START]. As other screens appear, keep holding the button. Don't worry if the screen goes blank, a close-up of one of the fans appears. To get back to the action let go of the button!

FOA2A4DD Play clock is 20 seconds
Play clock is 30 seconds F3A2A4DD
Play clock is 60 seconds 7AA2A4DD
Play clock is 90 seconds 9CA2A4DD
Only 3 plays to get a first down D4A36D04
Only 2 plays to get a first down D7A36D04
Only 1 play to get a first down DOA36D04
Infinite plays to get a first down C2AB64A4
Infinite time-outs 3C24A70D
No time-outs — player 1 DD69A407
6 time-outs — player 1 D169A407
9 time-outs — player 1 DB69A407
No time-outs — player 2 DD69A467
6 time-outs — player 2 D169A467
9 time-outs — player 2 DB69A67
Safeties worth 1 point 82A6AF64
Safeties worth nothing 82A6AF64 & 82A6A404
Touchdown is worth:
Touchdown worth 0 points DDA40767
Touchdown worth 1 points DFA40767
Touchdown worth 2 points D4A40767
3 points D7A40767
4 points DOA40767
5 points D9A40767
7 points D5A40767
8 points D6A60767
9 points DBA40767
Extra points/field goals worth nothing 3CA7A707 & B3A7A7A7
Player 2 starts with:
3 points CB6C6D07 & 626C6FD7 & D76C6D67
9 points CB6C6D07 & 626C6FD7 & DB6C6D67
12 points CB6C6D07 & 626C6FD7 & DA6C6D67
15 points CB6C6D07 & 626C6FD7 & DE6C6D67
20 points CB6C6D07 & 626C6FD7 & FO6C6D67

JURASSIC PARK

Infinite lives 7E02A304

KABLOOEY

Level 17: DBVG
Level 18: DPLL
Level 19: DJSK
Level 20: GBTF
Level 21: JRPN
Level 22: GBMF
Level 23: PBSS
Level 24: WPRG
Level 25: LFBG
Level 26: CVFF
Level 27: LPJC
Level 28: DBTG
Level 29: WGGD
Level 30: TJMG

KIKI KAIKAI

If you're finding it too difficult to get ahead, try this stage-select cheat. At the character-select screen, move the selection cursor to the desired character. Keeping [X] and [Y] pressed, press [A] four times, [B] four times, and then [A], [B], [A], [B], [A], [B], [A], [B], and [START]. The stage-select screen comes up. Choose the stage you want to play then start!

KING ARTHURS WORLD

Action Replay codes for infinite:
Archers: 7FFF1319
Knights: 7FFF1114
Soldiers: 7FFF1514
Barrel Men: 7FFF0D19
Engineers: 7FFF0F19
Good Wizards: 7FFF1709
Dark Wizards: 7FFF1909
Health Spells: 7FFF2104
Strength Spells: 7FFF2304
Shield Spells: 7FFF2504
Meteor Spells: 7FFF2B04
Stun Spells: 7FFF2D04
Fireball Spells: 7FFF2F04
Storm Spells: 7FFF3104
Apocalypse Spells: 7FFF3304

KING OF THE RALLY

While the Round demos are running, just tap in [UP], [UP], [DOWN], [DOWN], [LEFT], [RIGHT], [LEFT], [RIGHT], [B] and [A] on controller 1. You hear a sound if it works. Select the round by pressing [UP] or [DOWN] and [START].

If you find you're running out of fuel while racing, pause the game with [SELECT], and key in the above. Your fuel tank is instantly replenished.

KRUSTY'S SUPER FUN HOUSE

Enter the password **JOSHUA**, with a space before and after. This enables you to exit a section without completing it — simply go back to the door and push [UP]. If you repeat this on every section, you can see the game's finale.

The next cheat helps you round up the rats in a room quickly. In any room where Krusty has at least two moveable blocks, place the first block next to a wall. Now wait until the rats cross the block and are between the wall and the block. Stand on the block and release the second block, trapping the pesky rodents. Make sure that the area between the blocks and the wall is

the size of another block because then the rats compress into a single rat.
Level 1: BARTMAN
Level 2: SMITHERS
Level 3: SNOWBALL
Level 4: JEBEDIAH

KRUSTY'S SUPER FUNHOUSE (UK VERSION)

Here are five level codes for this brainteaser:
Level 1: HI KIDS
Level 2: SKINNER
Level 3: SCRATCHY
Level 4: BARTDUDE
Level 5: BOUVIEZ

LAGOON

7E052901: Infinite money
D42D6D6C Gold at 612
D92D6D6C Gold at 1,380
D62D6D6C Gold at 2,148
4D2D6D6C Gold at 8,292
912D6D6C Gold at 22,116
D422040C Start on lev 2, MP=8/8, HP=17/17, EXP 0/40
D722040C Start on lev 3, MP=10/10. HP=23/23, EXP=0/90
DO2204OC Start on lev 4, MP=12/12, HP=28/28, EXP 0/170
D922040C Start on lev 5, MP=19/19, HP=36/36, EXP 0=280
1BB5D769 Use with codes below
DFB5D7A9 + 3CB6DDD9 Get 1 gold piece for each creature killed
10B5D7A9 + 3CB6DDD9 Get 100 gold pieces

LEMMINGS (UK VERSION)

Hold down [L], [R], [SELECT] and [START] for a level-select. Here are the codes for every infuriating level...

Fun level

2: FWKQCJK	3: TWXZKRM
4: JPJXFVW	5: KTJGTJK
6: HGNNNPX	7: MLLBCPQ
8: XBVCKLL	9: JWGWBBK
10: JJGKQPH	11: PWKZSXL
12: GGWWFXR	13: JPVSDSC
14: QSPRKMK	15: BXCHLQS
16: VDGQWSX	17: QGNLNFM
18: DNPFNQR	19: FQKKFHL
20: RMHDGBX	21: ZGBVCXV
22: ZXBLWZK	23: HTLDXLB
24: ZDGHTWD	25: CFHXPSM
26: PZBXCXB	27: CWLGDPT
28: WDNLSMJ	29: WBZWWCB
30: WXRRTMV	

Tricky level

1: SVZFJVM	2: BNLDXVC
3: FNGWLWW	4: RWHTQBK
5: GGVSQDZ	6: RTWHNTC
7: PBMBPFD	8: GTGCDKQ
9: KSRXKVK	10: TBHLCRC
11: XVJKXBQ	12: TMRSZMF
13: CVSDHLF	14: WXLBJBP
15: WZNFLWF	16: FVMTNWW
17: VVDRGWD	18: SRXBPPV
19: GRZHRPP	20: XTMWFCP
21: FLMTVPM	22: KSGVVWK
23: ZBPPBXG	24: WHCHBQV
25: LHDPGVN	26: HULXXTH
27: STVNDPK	28: JFTQVSX
29: SKKWSZD	30: SFLQQWR

Taxing level

1: LGJMTCD	2: BWNQXRZ
3: WGHQVRF	4: NRQKFRC
5: QRXZLSC	6: VGPDDWR
7: HPKBCCX	8: DSWLCTG
9: GWGCJHK	10: TNJVCGD
11: XKBFSBD	12: VKKCSFV
13: SJKNWWS	14: DQDGCBX
15: QTVGPTH	16: PFFFLPS
17: BPNRSMC	18: JLGKBCZ
19: PCVKZVR	20: QNWFKVZ
21: NTHZDKK	22: XQZSRDT
23: PTPMJDV	24: LXTZBHP
25: RLQGWSX	26: MHKNCDK
27: KWGCKWD	28: RKVHCBS
29: MGVJBKZ	30: QGSMMDM

Mayhem level

1: KKXSKFK	2: NNBLXNL
3: JCPMTPC	4: TNPPCLS
5: RCPKPMD	6: GXZTLVK
7: LSWHNHR	8: SDRMFLF
9: HSHQXPK	10: CHBMWRT
11: LNRGMXC	12: WPSKBXN
13: LPBDVJJ	14: BGMLGSS
15: CZLMVGD	16: KVXLSQH
17: CQSSXRQ	18: MVRPMQJ
19: PMXDHBP	20: TWQBCXL
21: WVVFXWB	22: BSLMGQZ
23: MGGLXSF	24: DXBZRVX
25: BWQNKVK	26: RTBGJWD
27: HMGDJCQ	28: QZTJHSV
29: CQLRCHF	30: GNNBJWV

LETHAL WEAPON

7EOD2830: Unlimited time
7E022606: Unlimited shields
7E021E66: Infinite ammo

LOST VIKINGS

7E04 0202 7E04 OA02 7E04 1202
Enter this code for infinite flame arrows for Baleog
7E040AOB

MAGIC SWORD

7E0431A0: Player energy
7E042304: Captives energy
Go to the options screen and go to the exit with joypad one. Now press [L], [R] and [START] on joypad two for a level-select.

MICKEY MOUSE

7E02B104: Unlimited energy
7E037202: Unlimited lives
7E035F05: Unlimited time
7E02C101: Magic costume from the beginning
7E02C201: Fireman from start
7E02C301: Choice of fireman, magic or climbing gear from start
7E02B920: Infinite water energy
7E02B720: Infinite magic energy
7E02B501: Magic costume that uses half power
7E02B601: Fireman costume that uses half power
7E02A909: Gives 90 coins at the start, and every tenth coin afterwards is 100
7E02AB0X: Start from chosen level (0 for 1, 1 for 2 etc). The Action Replay must be disabled at the end of the last level and enabled at the begining of the new one.
7E02AC00: Start from sublevel
On level 1.3 (the watery bit), get to the part with floating logs and a beaver — it's about half way through. Grab one of the yellow blocks just above the water. You can't swim with it, so drop it onto the beaver, dispatching the foe. Go through the hole in the stick dam and you get a free life.
n That's all for this month see you again next issue.

MOLE PATROL

7E07AFAA: Infinite time (switch Action Replay off between levels)

MORTAL KOMBAT

Infinite Time: 7E012690 + 7E03S67S
Fight in slow motion: 7E03B023
Player 1 fights as Reptile: 7E02C101
Player 2 fights as Reptile: 7E02C102
In the endurance match, if you 'perfect' the first opponent, kick the second character immediately as they jump onto the screen and they die automatically.
Wondering how to find the elusive REPTILE? He's the guy in green who pops up to give you cryptic clues. Well, if you can do a double flawless and finish with a fatality on the pit stage, you go down to the bottom of the pit and fight the green warrior!
To activate these codes you must have a Game Genie unit.
With all of the codes for this game DO NOT alter any settings on the option screens unless specified. On a two-player game DO NOT alter the handicaps for either player.
!! ALWAYS FOLLOW THE INSTRUCTIONS PROVIDED BEFORE USING CODES!!
Infinite time C98OCB94
Each round lasts twice as long D46B3DD4
Each round lasts:
90 seconds BF6637A4 & DD6B3DD4
80 seconds 6F6637A4 & DD6B3DD4
70 seconds 5F6637A4 & DD6B3DD4
60 seconds 1F6637A4 & DD6B3DD4
50 seconds 9F6637A4 & DD6B3DD4
40 seconds OF6637A4 & DD6B3DD4
30 seconds 7F6637A4 & DD6B3DD4
20 seconds 4F6637A4 & DD6B3DD4
10 seconds FF6637A4 & DD6B3DD4
Start on:
Match 2 DF6114DD
Match 3 D46114DD
Match 4 D76114DD
Match 5 D06114DD
Match 6 D96114DD
Mirror Match D16114DD
Endurance Match 1 D56114DD
Endurance Match 2 D66114DD
Endurance Match 3 DB6114DD
Code 'e': move player one handicap bar all the way to the right (11 times).
Code 'f' — '1': switch off effects after round starts then switch back on when round ends.
Codes 'm' — 's': switch off effects when supposed to fight Shang Tsung.
Start on match with Goro DC6114DD
Start on match with Shang Tsung D86114DD
Always get a flawless victory bonus 6DB53DD7
All strikes do minimal damage (two-player game) DDB134DF
Player one almost invincible (two-player game) D881494F (see above)
Almost always fight in Courtyard DD6A44AF (see above)
Almost always fight at Palace Gates CB6A44AF & DF6A47DF
Almost always fight in Warrior Shrine CB6A44AF & D46A47DF
Almost always fight in The Pit CB6A44AF & D76A47DF
Almost always fight in Throne Room CB6A44AF & D06A47DF
Almost always fight in Goro's Lair CB6A44AF & D96A47DF
Almost always fight in Bottom of Pit CB6A44AF & D16A47DF
Almost always fight:
Johnny Cage CBBA304F & DDBA301F
Kano CBBA304F & DFBA301F
Rayden CBBA304F & D4BA301F
Liu Kang CBBA304F & D7BA301F
Scorpion CBBA304F & D0BA301F
Sub-Zero DOBA301F & D9BA301F
Almost always fight Shang Tsung CBBA304F
These codes, for Kano only, mean the moves indicated do more damage.
High Punch F3291544
Low Punch F3211914
High Kick 062C1944
Low Kick 062C1514
Head Blow 06251934
Knee 062115C4
Crouched Kick 7A2B1134
Uppercut 562B10C4
Roundhouse 1D291034
Foot Sweep 7A261114
Flying Punch 08281534
Flying Kick DA261044
Cannonball 9C241534
Knife 08201014
These codes all work for JOHNNY CAGE only, making his indicated moves more powerful.
High Punch F3284134
Low Punch F32A4944
High Kick 062C4144
Low Kick 042840C4
Head Blow 7A224534
Knee 06234144
Crouched Kick F62249C4
Uppercut 562E4014
Roundhouse 1D2C4044
Foot Sweep 7A2A4514
Flying Punch 082B4934
Flying Kick 7A2E41C4
Shadow Kick 9C214014
Fireball 08254544
Split Punch 11254034
These codes all work for LIU KANG only, increasing damage done by the moves indicated:
High Punch F32EC1C4
Low Punch F32D3034
High Kick 06273114
Low Kick 062030C4
Head Blow 7A22C9C4
Knee 062D354
Crouched Kick 7A273044
Uppercut 56243934
Roundhouse 1D2EC014
Foot Sweep 7A2F35C4
Flying Punch 08293944
Flying Kick 7A2F3914
Special Kick 9C2AC514
Fireball 0822C534
These codes all work for SONYA BLADE only, increasing the damage done by the move indicated:
High Punch F32435CF
Low Punch F327393F
High Kick 902EC14F
Low Kick 9F2D301F
Head Blow 7A2D31CF
Knee 062F303F
Crouched Kick 7A24391F
Uppercut 5620304F
Roudhouse 1123C53F
Foot Sweep 7A23C9CF
Flying Punch 082930CF
Flying Kick 7A2F354F
Leg Grab 56211F67
Sonic Rings 082ECOCF
Special Kick 082930CF
These codes all work for RAYDEN only, increasing the damage done by the relevant move:
High Punch F327C544
Low Punch F320C5C4
High Kick 0924C1C4
Low Kick 0427C034
Head Blow 7A21C114
Knee 0626COC4
Crouched Kick F621C044
Uppercut 5625C134
Roudhouse 9C24C014
Foot Sweep 7A29C934
Flying Punch 082FC144
Flying Kick 7A26C944
Thunderbolt 9C2E1944
Lightning 082E1514
These codes all work for SCORPION only, increasing the damage caused by the designated move.
High Punch F32A35C4
Low Punch F3223934
High Kick 062D4517
Low Kick 062F49C7
Head Blow 7A233114
Knee 06233044
Crouched Kick F6274017
Uppercut 562A3914
Roundhouse 1D244147
Foot Sweep 7A2F4537
Flying Punch 082E3134
Flying Kick 7A2D4947
Harpoon F62C3014
These codes all work for SUB ZERO only, increasing the damage inflicted by the indicated moves.
High Punch F32A35C4
Low Punch F3223934
High Kick 062D4517
Low Kick 062F49C7
Head Blow 7A233114
Knee 06233044
Crouch Kick F6274017
Uppercut 562A3914
Roundhouse 1D244147
Foot Sweep 7A2F4537
Flying Punch 082E3134
Flying Kick 7A2D4947
Deep Freeze 46283034
Slide 45263534
All characters throws do more damage 56B54FOD
These codes all work for KANO only, increasing damage inflicted by move indicated.
High Punch F3291544
Low Punch F3211914
High Kick 062C1944
Low Kick 062C1514
Head Blow 06251934
Knee 062115C4
Crouched Kick 7A2B1134
Uppercut 562B10C4
Foot Sweep 1D291034
Foot Sweep 7A261114
Flying Punch 08281534
Flying Kick DA261044
Cannonball 9C241534
Knife 08201014
To go to the end of the game 7E0471FC & 7E0472FF
Replace X with stage number (o — b) 7E00420X
Infinite energy player one 7E04B958
Player one only needs one win to go through to the next stage 7E196E02

MYSTICAL NINJA (US VERSION)

7E1AB002: Lives player one
7E1B6002: Lives player two
7E009699: Infinite time

MYSTICAL NINJA

7EOO 9695: Infinite time
7E1A AF90: Infinite money (Kid Ying)
7E1B 5F90: Infinite money (Dr Yang)
7E1A B099: Infinite lives (Kid Ying)
7E1A AA99: Infinite power (Kid Ying)
7E1B 5A99: Infinite power (Dr Yang)
7E1A B299: Infinite energy (Kid Ying)
7E1A BA99: Infinite bombs (Kid Ying)
7E1A B699: Infinite bombs (Dr Yang)
7E1A B602: Infinite Yokohama Yoyo for Kid Ying
7E1B 6602: Infinite party whistle for Dr Yang
7E1B 000A: Infinite sandals x 10 (Kid Ying)
7E1B BOOA: Infinite sandals x 10 (Dr Yang)
Here's a list of the passwords for each Warlock Zone. Codes vary depending on the character chosen.

Zone	Kid Ying	Dr Yang
1 — Ghost	TXZZKZ	K4HJVJ
2 — Statue	8HXXX	Z+PLQH
3 — Park	/jk232	Z+2HQH
4 — Otafu	7GRvov	+ZK696
5 — Ninja castle	XTtttW	33B8D8
6 — Mountain	Z+nHTH	TXrZyZ
7 — White mirror	33t8G8	RMTYyY
8 — Princess	4Kmy7y	MRDjlj
9 — Final story	JP2m5m	RmdV5Y

To get a sneak preview of the end sequence, try one of these juicy codes. They put you on the last level with full armour and loads of lives. The first one's for Dr Yang and the second for Kid Ying.
;1!Y8 +88Hz 8Hx6D q?8KR ZPD1X 8:!DP +
qJ#;b ;9"vB rrHyv :wbt& "2yPv bj#vy v

NBA ALL STAR CHALLENGE

123B3FOD Player 1 cannot score on 1-on-1, free throw or tournament stages
A238340D Player 2 cannot score on 1-on-1, free throw or tournament stages
A2391FOD & A237176D Player 1 cannot score in 3-point shootout
A23F176D & A23D1FAD Player 2 cannot score in 3-point shootout
These codes work on 1-on1 and 1-on-1 Tournament modes only:
A2C63F07 & 6DC63DA7 Stop shot clock
DFC334D7 & D4C33DA7 12-second shot clock
DOC334D7 & D6C33DA7 48-second shot clock — after the 1st clock

NHLPA HOCKEY

Here are codes for the final rounds of the game:
Minnesotta V Washington
H5J3V79RM4ZVHW2P
Winnipeg V New Jersey
H5L19CY59FPZPT22
Buffalo V St Louis
BN7Y34ZSP46DIT4R
Washington V Los Angeles
DHYLKFDGB0B402SP
Quebec V Vancouver
HZ2B48N9HY55MK8W
Chicago V New Jersey
HFPY7KLT9VXYCFV1
New Jersey V Toronto
C4Z358NMFJG3JMK0
Calgary V Montreal
FZV795XCZ344SNSM
Boston V Chicago
B14J9LOYLTCP9LDS
Vancouver V Quebec
G75X97V90TOM6MNY
Vancouver V Boston
HFNB55PZ9WLTMZSM
Edmonton V Buffalo
HL61CRJ3NX49PT3X
Boston V Minnesota
B17F5MF0ZG238V8F
Winnipeg V New York
HTPTRGHGWB79VHZP
Detroit V Buffalo
FFB1LC1K10YZW0V2

Next month, the one and only Code Collection features games O-Z, with even *more* gaming hints, cheats and codes. Don't get left behind.

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Joining a club, making friends, selling or swapping games? There's nowhere better to do it than Personal Services. To place your free ad, fill in the coupon below or ring 0584 875851.

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● SNES games for sale, all boxed as new: Exhaust Heat, Mario is Missing, Lemmings, Test Drive II £20 each or £70 for all, bargain! Phone James on (023373) 2004.

● SNES for sale. Boxed with Super Mario World in great condition, only £50. Contact Christian Sanderson, 50 Benchill Rd, Benchill, Wythenshawe, Manchester, M22.

● If you like SNES, Game Boy, write to me, Sidi. I am 13, want any sex, preferably female and preferably in Harrow, otherwise just write to: Sidi M Lahlou, 26 Headstone Lane, North harrow, Middx, HA2 6HG. A photo would be appreciated.

● Good condition Game Boy with carry case and gamelight, A/C adapter plus portable supply, many games, cleaner, Game Genie and recharger all for £130. Phone Renato after 7pm on (031) 441 1547, buyer must collect.

● Game Boy with 13 games, carry case, game pouch, accessories and leads. Free GB video and SFII CD. Games include Dr Franken, Alien 3, Prince of Persia, Faceball, Bomberman, Tennis, Tetris, and more. Worth £360 sell for £150. Phone Matt on (081) 771 5002.

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I would like my classified ad to read:

● snes games for sale, boxed with instructions. Bart's Nightmare, SFII, Lemmings, Joe and Mac, sell for only £30 each, all only played a few times. All UK versions. Tel (0222) 616914 and ask for Emma. Offers considered.

● NES for sale with nine games, two joypads, & joystick, including Dizzy, Mario 1, 2 & 3, worth £230, will sell for Amiga with games. Call Craig on (061) 790 4406 after 5.30, buyer must collect.

● Sell (USA) Combat Tribes, (Jap) Power Athlete and (Jap) Super Tennis for £25 — or £10 each. All come with box and manual. Phone (0986) 873456 between 5-10pm.

● For sale: Pal version of Mortal Kombat with box and instructions, never been used so in perfect condition, £40 or swap for UK Street Fighter II Turbo in good condition. Tel Sean on (0622) 756842 after 7.30pm.

● For sale SNES, two joypads, US/Jap converter, eleven games inc. Mario All Stars, Street Fighter II and Star Fox, £250 ono. Phone (061) 624 8795/

● SNES games Super Tennis, Aleste, Strikegunner, Pitfighter, Krusty's, R Type, Sim City, Zelda 3, K O Boxing, Ultraman, F Zero, Pilot Wings, Exhaust Heat, Battlecrush, Joe Mac, Contra 3, Thunderspirits, Axelay, Chuck Rock, Wrestlemania, Rocketeer, Smash TV, Barts Nightmare, Ghouls n Ghosts, Best of Best, Home Alone 2 £25 & £30. Phone (0922) 403699.

● For sale SNES games, Royal Rumble £40, Top Gear £30, Mario World £25, Striker £35, UN Squadron £30, Street Fighter II Turbo (US) £45 all games boxed and in mint condition and will consider swaps, call 081 9466746.

● SNES Mario cart £17, Populous £10, both boxed as new. Phone (0324) 570712.

● SNES with three games, SFII, Zelda, Ghouls and Ghosts, with universal games adaptor. Also games rack, all still boxed absolute bargain at £130. Call Gary on (0708) 443710. After 5pm.

● SNES games for sale. I have some good titles for £15 upwards, some great titles for £25, will also swap old for old and new for new. For list ring me after 6pm on (021) 459 7576 and before bed time.

● Super Ghouls and Ghosts £25. Boxed and with instructions. Contact Tim on (0962) 7148612 if interested, between 6.15-8pm.

● Game Gear for sale, three great games, Taz, Super Kick Off and Sonic 1, mains adaptor and carry case £80 for quick sale, ring (0932) 880149 and ask for Jeremy.

● Swap my Street Fighter II for your Action Replay, SFII boxed with instructions, in excellent condition. Ring Neil on (0232) 701899.

● SNES games UK for sale, Sim City £30 no box, but instruction booklet. Phone (051) 677 3987 and ask for Gary (Mon-Fri between 5-7pm). Or I'll swap for Striker, UK only.

● Super Nintendo games for sale, Jurassic Park £35 (UK), Super Adventure Island £20 (UK), Batman Returns £30 (UK), Turtles IV £15 (Jap). Phone (0925) 724996.

● Mario Paint for sale or swap for any new title over 85%, sell for £35, vgc 6 months old. Must be able to collect. Tel Michael on (0234) 711839, it's boxed with instructions, will swap for a good Golf game over 83%.

● SNES games for sale, Street Fighter II £40, or closest offer and WWF Wrestlemania £30, both UK. Ring Simon on (0703) 254466.

● Game Boy games for sale Golf, Mega Man, Caesars Palace, Battletoads, Gauntlet II, Prince of Persia, Bart Simpson's Escape From Camp Deadly. All boxed with instructions £15 each ono. Call Mark on (0892) 823834.

● SNES, two controllers, Mario World boxed as new £100 ono, Super Tennis £25, John Madden's Football £25, Smash TV £25, Legend of the Mystical Ninja £25, Super Mario Kart £30, Datel converter. All offers welcome £10. Call Mark on (0892) 823834.

● Game Boy, ten games and magnilight. Games including, Mortal Kombat and Mario 2 all boxed with instructions £145. Will separate, games from £5 each. Call Tom on (0732) 833376.

Swap

● I have Tiny Toons (UK), I would like to swap for Alien 3, Bubsy, Cool Spot, Mickey's Magical Quest, or Star Wing. All UK, no money deals. Call Gary on (0622) 762933 after 5pm.

● Street Fighter II worth £45 for Desert Strike or Desert Fighter on the SNES. (Any version, Jap, US or UK). Please call (081) 459 7791.

● My American SNES (Scart) includes PAL booster, NCAA Basketball, SFII, Exhaust Heat & leads £200 ono. Or swap for PC Engine duo or GT or Neo Geo. Ring (0908) 502959, ask for Andy.

● I will swap my Final Fight without a box or instructions for another SNES game. Ring Steve after 4pm on (0947) 602611.

● FX1 The SNES Club — send your UK boxed cart with instructions and a postal order for £3 to Lee Bandoni, 19 Tweedsmuir Rd, Cardonald, Glasgow.

● Will swap Street Fighter II or Mortal Kombat for Rock & Roll Racing or Top Gear 2 or will sell Street Fighter II £25, and Mortal Kombat for £50. Phone Daniel on (0205) 820579.

● I will swap my SNES (US) Final Fight (no instructions) for your Tiny Toons, Zelda 3, must have instructions. Phone Ben on (0483) 575918.

● SNES games to swap including Krusty's Fun House and Ghouls and Ghosts, swap for Another World, Lemmings, Prince of Persia, come and see me at 8 Church Rd, Bulmer, nr Sudbury, Suffolk.

● Swap your Sim City (US) for my John Madden (US) or Super Mario World (Jap) or Super Deformer (Jap) or Super Adventure Island (Jap). Phone Joseph on (0606) 832209.

● Swap UK Mortal Kombat for UK SFII Turbo must be UK, no time wasters please. Phone Lee on (0670) 355537 after 4pm. Prince of Persia (without instructions) swap for a decent game (UK) especially Pop 'N' Twin Bee.

● I would like to swap Final Fight (US) or UN Squadron (US) for Mortal Kombat or Street Fighter II. Ring Warren on (0283) 711 683.

● Swap my Alien 3, Tiny Toons, Star Fox (USA), Addams Family, Another World, Pilotwings, and Mario for Star Wars, Empire Strikes Back, Goof Troop, Cybernator, Rock N Roll Racing, Zombies. Phone Michael on (021) 501 1300.

● I will swap my (UK) SNES games, (Super Mario World and Zelda III) for almost any decent SNES game. Must include instruction booklet and preferably boxed. Must live in Essex, or willing to collect. Ring (0245) 353738.

● I will swap the following games for your Top Gear: Royal Rumble, Street Fighter II, Fatal Fury or Super Mario World, might consider other games but would prefer Top Gear. Ring (081) 946 6746.

Wanted

● Wanted: PC Engine Duo or GT or Neo Geo. Will swap for USA scart SNES with PAL booster, converter, four games pads and leads. Call Andy on (0908) 502959.

● SNES contacts wanted. Write to Dave, 42 Goodere Drive, Polesworth, Tamworth, Staffs, BT8 1BZ.

● Sega Game Gear wanted £20 or under, without any games would do fine. Please contact Milad on (0304) 381863 or write to 28 College Rd, Deal, Kent.

Pen Pals

● Hi, I'm Chris, I am 13 years of age, and I am looking for a pen pal to write and talk to. I am looking for a female pen pal aged around 13. Please ring me on (0235) 835289.

● Hi, I'm Paul, I'm 12 years old and I have a SNES, pen pal must be 12 male or female, must be mad about SNES, arcades. Phone (0623) 811996, and ask for Paul.

● Pen Pal wanted, male or female aged between 12-14. Interested in fishing and owns a SNES. Write to Lewis Baldwin, 320 Priory Rd, Hull, N Humberside.

Clubs

● You want contacts? Free swaps? Tips? Cheats? at Gamer-Link! you got it! Over 350 members world wide, the original contact club for games! A stamp to: 28 Church Field, Ware, herts, SG12 OEP right now!

● Super Nintendo Swap Club. Join before March 1st and get membership for 1/2 price. membership includes free swap, magazine and p&p costs. Normally £8, but £4 if you join now! Send sae to P McAlister, 8 Sharonmore Gdns, Newtownabbey, Co Antrim, NI.

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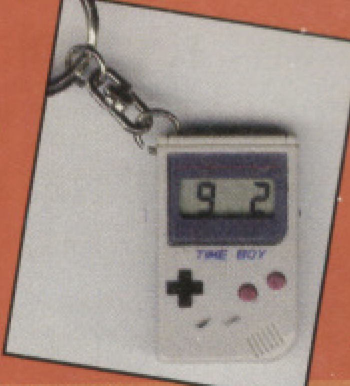


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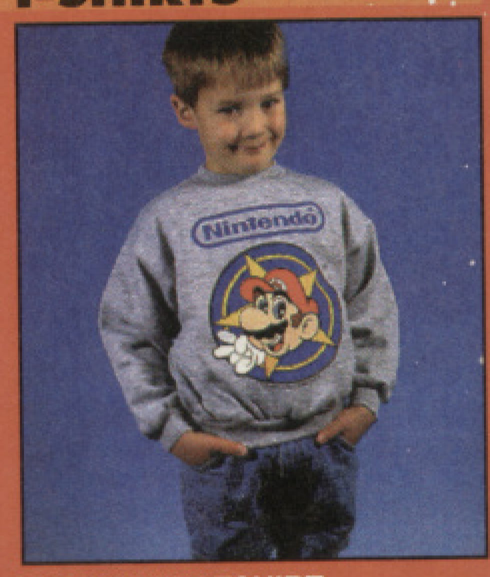
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The Guide Directory Enquiries

Welcome to the the gamesplayer's bible. Yet again it's completely updated to make sure you never make another gaming mistake again...

ACROBAT MISSION — 65%
● Teichiku
Good soundtrack, doesn't make up for the unoriginal gameplay.

ACTRAISER — 83%
● Enix
Sexy graphics and masses of violent gameplay make this a great adventure which you'll play for days and nights on end.

ACTRAISER 2 — 84%
● Enix
Great graphics and sound are hampered by the extreme difficulty level — suggested for experts but others may be discouraged.

ADDAMS FAMILY — 87%
● Ocean
A lively one-player game with slick presentation and a funky soundtrack.

AERO THE ACROBAT — 82%
● Sunsoft
Cosmetically excellent, severely challenging platformer with superb main sprite animation. Let down by often frustrating gameplay, but worth a look.

AGURI SUZUKI — 83%
● LOZC
Fast, slick, well presented racing sim with neat two-player option. Also known as F1 Super Driving. Plays better than he drives!

ALADDIN — 75%
● Capcom
Super graphics are let down by unresponsive controls and a ridiculous difficulty level — it's just too darned easy to offer any lasting challenge.

ALFRED CHICKEN — 76%
● Mindscape
Annoyingly addictive platformer with only average graphics and sound. Has that 'No chicken's gonna beat me!' appeal raising it above the norm.

ALIEN 3 — 92%
● Acclaim
One of the best shoot-em-ups ever! Superb atmospheric graphics and sound give the action an excellent feel.

ALIENS VS PREDATOR — 39%
● IGS
Great movie licence but this plodding beat-'em-up has flickering sprites and sluggish animation — a major disappointment!

ANOTHER WORLD — 85%
● Interplay
The US version of the brilliant adventure Out Of This World. Cinematic 3D graphics and great puzzles. Very addictive but a little on the easy side.

ARCANA — 57%
● Hal
Testing import adventure let down by poor graphics and frustrating gameplay.

ART OF FIGHTING — 72%
● Takara
Over 100-meg of Neo Geo programming in one 16-meg cart? An admirable attempt, a practically perfect conversion, but the original game wasn't brilliant.

ASSAULT SUITS VALKEN — 89%
● MCS
Japanese version of Konami's superb shooter Cybernator.

ASTRAL BOUT — 42%
● A-Wave
A disappointing beat-'em-up short on moves and highly frustrating.

ASTERIX — 80%
● Infogrames
Detailed backgrounds, above average graphics and great presentation can't save this from being an average platformer.

AUGUSTA MASTERS — 81%
● T&E Soft
Impressive golf sim with the additional bonus of a handy battery back-up. Great graphics and straightforward gameplay.

AXELAY — 90%
● Konami
Superb gameplay and mind-blowing 3D graphics. Great sound and excellent playability.



BART'S NIGHTMARE — 83%
● Acclaim
A fun, sometimes tedious game with great cartoon graphics and a funky soundtrack.

BATMAN RETURNS — 82%
● Konami
Wonderful dark Gotham graphics and great sound, but ultimately just too easy and not varied enough.

BATTLETOADS — 71%
● Tradewest
Unspectacular gameplay coupled with humorous graphics, cool tunes and varied levels can't redeem an otherwise mediocre title.

BATTLE BLAZE — 33%
● Sammy Corp
Worst Street Fighter II clone ever. Lovely fantasy graphics, but literally only about four moves each!

BATTLE CLASH — 35%
● Nintendo
Irritating robot-shooting cart with nothing to sell it except it's for the SuperScope. Wow!

BATTLE GRAND PRIX — 75%
● Naxat
Impressive split-screen racer with simultaneous two-player option. Controls are a bit dodgy!

BEST OF THE BEST — 81%
● Loricel
Unusual Martial Arts sim with great variety of moves but pretty sad graphics.

BIG RUN — 25%
● Jaleco
Dodgy graphics make this racer a non starter. A game best forgotten about!

BILL LAMBIER'S COMBAT BASKETBALL — 45%
● Hudson Soft
Early attempt at a brawling basketball sim. Plenty of violence but very little gameplay.

BLAZEON — 55%
● Atlus
Uninspiring Japanese shooter with little to offer in terms of graphics or playability.

BLAZING SKIES — 72%
● Namcot
Also known as Aces High, this WWI Flying sim recreates the thrills and spills of historic dogfights.

BLUES BROTHERS — 82%
● Titus
Good animation and sound, plenty of depth but very frustrating gameplay — especially in two-player mode.

B.O.B. — 82%
● EA
An excellent platform shooter with a good selection of power-ups and weapons. A strong challenge let down by a slight control problem.

BUBSY THE BOBCAT — 70%
● Accolade
Cosmetically excellent platformer let down by annoying controls. One hit and die system makes for frustrating gameplay.

BULLS VS BLAZERS — 78%
● EA
One of the better basketball sims featuring the NBA's two hottest teams but still not as good as Tecmo's Super NBA Basketball.

CACOMA KNIGHT — 72%
● Datam
Weird Japanese arcade game based on Qix, where you match up lines to form a picture. Fun for a while but not much lastability.

CALIFORNIA GAMES 2 — 36%
● DTMC
Appalling follow up to the arcade classic.

To help you find the games you want — fast — we've used the Super League colour-codes. Use this key below, and on the bottom of each page, to effortlessly pin-point the game style you're after.

ARCADE
Not just all those games converted from classic coin-ops but also any that feature more than one style of gameplay.

ADVENTURE/RPG
Games that usually take you on an adventure to another time or world and encourage you to use brains rather than brawn to solve the challenge.

BEAT-'EM-UP
Raw, aggressive untamed bicep-bulging, fist-flying action is what this category is all about. But just because a game is rough doesn't mean it's necessarily good.
The best beat-'em-ups always include a strong element of strategy (knowing exactly the best way to defeat an enemy). That's what makes *Street Fighter II* king!

PLATFORM
The Nintendo speciality. So called because the action usually involves jumping across a series of platforms (usually danger lurks underneath so don't fall off) to reach a goal and fight a level guardian.
The category has also grown to include all those jump-on-the-bad-guys'-heads games made popular by the *Mario* series.

Good six-player option but nothing else to offer. Nasty!

C. RIPKEN JR BASEBALL 68%
● Mindscape
Fun baseball sim with good FX and sampled speech. Gameplay is enjoyable for two but not for solo players.

CAMELTRY 68%
● TAITO
Also known as On The Ball. The constantly rotating play area is impressive for a while but there's little attention to gameplay.

CAPTAIN AMERICA AND THE AVENGERS 40%
● Mindscape
Some of the worst graphics ever, a poor soundtrack and frustrating gameplay conspire to make this arcade beat-'em-up conversion a big disappointment.

CASTLEVANIA IV 88%
● Konami
Outstanding presentation, excellent 3D and Mode 7 graphics and one of the best soundtracks around.

CHAMPIONSHIP POOL 83%
● Mindscape
Unexceptional graphics can't marr an excellent simulation. Loads of options — as good as it gets and then some!

CHESTER CHEETAH 65%
● Kaneko
A smooth well-presented game but lacking depth and polish. Graphics are pretty sketchy and gameplay is slow.

CHUCK ROCK 80%
● Sony
Large sprites, a rockin' tune and great playability — a little easy though!

CLUE 66%
● Parker Bros
American conversion of the classic board game Cluedo. Stick to the original — it's more enjoyable.

COMBAT TRIBES 47%
● American Technos
A pretty good conversion of the boring arcade beat-'em-up. Sprites are small and undetailed.

COOL SPOT 90%
● Virgin
Superb platform action with one of the best characters for ages. Addictive as hell, great sound and smooth gameplay make this infinitely playable.



COSMO GANG: THE VIDEO 45%
● Namcot
Feeble attempt to revamp Space Invaders. Good two-player mode but little else to offer.

CONTRA SPIRITS 92%
● Konami
Released in the UK as Super Probotector. An excellent one- or two-player blaster full of power ups, mindless shooting and alien blasting. Great graphics and FX — a bit light on levels though.



D-FORCE 44%
● Asmik
Visually unattractive, but so bad it's almost cool. Pretty sad graphics and loads of pointless Mode 7 make this a cult purchase only.

DAFFY DUCK 79%
● Sunsoft
A truly groovy main character in a disappointing license. Well presented but lacks playability thanks to an awkward control method.

DARIUS TWIN 50%
● Taito
One of the original shoot-'em-ups. Now appears dated but there's still some fast, button-fiddling action.

DAVID CRANE'S AMAZING TENNIS 86%
● Absolute
Incredible 3D animation and FX, large sprites and fast pace — needs more variety and a doubles option.

DENNIS 75%
● Ocean
Average graphics, sprite animation and sound may put some people off before they reach the more interesting upper levels. Nothing new or exciting.

DESERT FIGHTER 92%
● System 3
Excellent strategy game with detailed sprites and enough blow-'em-away elements to keep anyone happy. Multiple endings and superb simulated newscasts add masses of variation.



DESERT STRIKE 87%
● EA
Straight conversion of the classic helicopter-based Gulf War sim with detailed graphics, fast scrolling and addictive gameplay.

DINOSAURS 81%
● IREM
Great graphics but needs more levels — difficulty option adds variety.

DRACULA 78%
● Psygnosis
Get past the early levels and you're in for a treat: colourful graphics and a lasting challenge make this great fun.

DRAGON'S LAIR 87%
● Elite
Excellent graphics, dodgy to control at first and damn hard — addictive as hell.

DRAKKHEN 80%
● Infogrames
Plenty of playability and depth once you get past the early levels.

DR. FRANKEN 65%
● Elite
Bog standard platformer with a main character that should have stuck to the Game Boy. NES graphics and Stylophone sound combine for a stunningly average romp.

EQUINOX 84%
● Sony
Quality Zelda-style puzzler. A big challenge, though the awkward perspective can make things difficult.

EXHAUST HEAT II 84%
● Seta
The fastest Mode 7 racer around. Three different car classes and loads of tracks — brilliant!

EXTRA INNINGS BASEBALL 81%
● Sony
Cutesy one- or two-player baseball sim with excellent gameplay.

F1 EXHAUST HEAT 85%
● Ocean
Very playable Grand Prix sim featuring sixteen tracks, a one- or two-player option and battery back-up.

F-ZERO 92%
● Nintendo
Futuristic 3-D super-smooth racing game with excellent Mode 7 graphics— fast, brutal and fun.

F1 SUPER DRIVING 82%
● LOZC
Japanese version of Aguri Suzuki. Good digitised graphics and special FX — thankfully it plays better than he drives!

FACEBALL 2000 72%
● Teichiku
Converted from the GB to the SNES. Better than average puzzler with plenty of shooting involved.

FATAL FURY 65%
● Takara
Another in the long line of SFII clones. This 12- meg scrapper looks cool but is frustrating to play.

FATAL FURY 2 68%
● Takara
Another Takara Neo Geo conversion, this rather cleverly allows the player to move from foreground to background as well as left to right. However, jerky scrolling, dodgy parallax and low difficulty mean it rarely plays better than average.

FINAL FIGHT 79%
● Capcom
This great conversion of the classic arcade hit is only let down by its lack of two-player option.

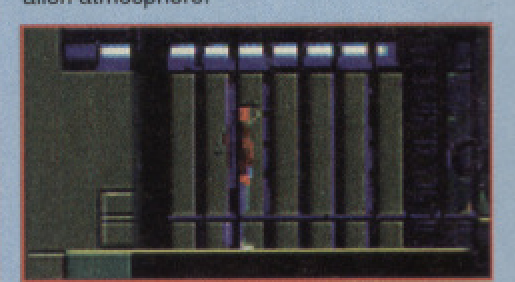
FINAL FIGHT 2 60%
● Capcom
A rehash of Final Fight with a new difficulty setting. Excellent sprites and animation, but no thinking required. Not much of a challenge.

FINAL FIGHT GUY 75%
● Capcom
Special edition of Final Fight which comes with free CD and an extra character to choose. Still no two-player option though!

FIRST SAMURAI 85%
● Kemco
Great sprite detail, superb digitised speech, strategy sections, puzzles and a relentless challenge make this a treat for the senses.

FINAL FANTASY II 76%
● Square
An excellent introduction to RPGs but lacks serious challenge. One for beginners only.

FLASHBACK 91%
● Sony
Excellent adventure to rival Zelda for sheer brilliance. Superb graphics and excellent use of minimal sound combine to produce true alien atmosphere.



FORMULA ONE CIRCUS 58%
● Nichibutsu
Japanese racer with an overhead view, useless sprites and awful bleepy sounds.

GAMBA LEAGUE
Japanese version of Extra Innings.

GEORGE FOREMAN'S KO BOXING 45%
● Acclaim
Nasty boxing sim, even the two-player option doesn't save it.

GEOMAN WARRIOR
Japanese version of The Legend of the Mystical Ninja.

GODS 81%
● Mindscape
Tough puzzles and tedious first levels but gameplay gets better.

PUZZLE
Specific games with the emphasis on solving problems using the old grey matter rather than blasting everything in sight — although *Tetris and Bombliss* proves you can successfully combine the two. Sounds a bit heavy but many of the most interesting and addictive SNES games (*Lemmings* and *The Lost Vikings* for example) are puzzlers.

SHOOT-'EM-UP
It all started way back with *Space Invaders* and *Asteroids*. Over a decade later the graphics have changed but the basic format is still the same. The theme is invariably '…the planet has been invaded by evil aliens. Grab a gun/jump in your spaceship and blast everything in sight.' but that doesn't stop the action being fast, furious and very intense.

SPORTS/RACING
The widest ranging category of them all includes the major sports — golf soccer, American football, tennis, motor racing (technically it is a sport!), baseball, basketball — plus some unusual ones like crazy golf and ten-pin bowling. Playing sports sims is your chance to fulfill those moments you've always dreamed about — like scoring that winning goal in the World Cup final!

SIMS/STRATEGY
The games your mum and dad want you to have! Many a clever gamer has managed to get their parents to buy them a simulation on the grounds that it's 'educational' and '…it will help with my homework, honest.' Strategy games (for example *Populous* and *Powermonger)* require a great deal of tactical planning.

GOOF TROOP 88%
● Capcom
A prepubescent Zelda, a perfect introduction to puzzling for pre-teens but a challenge to everyone. Only one level but a great example of co-operation, not competition.

GOLDEN FIGHTER 54%
● Culture Brain
Annoying fighting game let down by poor animation and gameplay.

GRADIUS III 87%
● Konami
One of the original horizontal shooters. Loads of great weapons and power-ups and super graphics.

GUN FORCE 70%
● Irem
Challenging but slow blaster with good graphics.

HARLEY'S HUMONGOUS ADVENTURE 36%
● Hi-Tec Expressions
One of the worst platform games around. We loathed it.

HAT TRICK HERO 86%
Also known as Super Soccer Champ. Amusing, unrealistic football game with two-player option. Frustrating gameplay.

HIT THE ICE 49%
● TAITO
Average conversion of arcade ice hockey sim with the emphasis on fighting rather than skillful play. Tedious in one-player mode slightly more interesting for two.

HOLE IN ONE 53%
● Hal
A golf game with only one course? This crazy golf game is a laugh for a few minutes rapidly becomes boring.

HOME ALONE 18%
● T•HQ
Probably the singularly most appalling game on the SNES. Nuff said!

HOME ALONE 2 65%
● T•HQ
An improved sequel. Graphics are still a bit sketchy but the gameplay is pretty addictive and some of the puzzles are a real laugh.

HOOK 81%
● Sony
Looks great, sounds great but falls down on playability.

HUMAN GRAND PRIX 81%
● Human
If it wasn't for the dodgy controls this would be one of the best racers on the market. Cool two-player split-screen option.

INCREDIBLE CRASH DUMMIES 75%
● Acclaim
Big, bawdy graphics, humorous overtones and nice animation can't save this from being an average, somewhat clumsy, platformer.

IREM SKINS GAME 86%
● IREM
Excellent graphics and playability and a cool two-player option lets you play against mates for cash.

JACK NICKLAUS GOLF 77%
● Konami
Good sim, limited number of holes to play.

JAKI CRUSH 56%
● Naxat soft
A bit too repetitive, but just imagine playing pinball in an abattoir!

JAMES BOND JR 43%
● T•HQ
Unrealistic scrolling, awful sound and nasty animation.

JAMES POND'S CRAZY SPORTS 38%
● Storm/Sales Curve
James should stick to platformers — cute sprites but gameplay requires a pummelling of the joypad rather than skill. Nothing to interest serious players.

JERRY BOY 81%
● Konami
Japanese version of the weird but excellent platformer Smartball. Brilliant cartoon graphics make this a visual treat.

JEOPARDY 45%
● Gametek
A poor console conversion of the American general knowledge TV quiz show. Needless to say all the questions are about — you guessed it — America!

J. CONNORS' TENNIS 70%
● Ubi Soft
Above average tennis sim with lots of variation. Slow at first but good fun.

JOE & MAC 84%
● Elite
Slick animation and smart visuals with a great two-player — levels are a bit samey!

JOE & MAC 2 80%
● Elite
Don't be fooled by the name. This is nothing like the original although it's a very good game in its own right. Great gameplay.

JOHN MADDENS '93 90%
● EA
Great sound, and good — but small — sprites make this a brilliant one- or two-player American football sim. The controls are hard at first but once mastered it's great fun.



J. MADDENS FOOTBALL 45%
● EA
Terrible conversion of one the best American Football sim ever. Get the sequel!

JURASSIC PARK 92%
● Ocean
A monster of an adventure/shoot-'em-up. Amazing graphics and sound, exceptionally addictive — it really pushes the SNES to its limits. Superb!



KA-BLOOEY 60%
● Kemco
Also known as Bombuzal. Weird puzzler with the emphasis on blowing up bombs and balancing on platforms.

KIKIKAIKAI 85%
● Natsume
Also known as Pocky and Rocky, this wacky Japanese adventure has bags of character and classic end-of-level guardians.

KING ARTHUR'S WORLD 82%
● Jaleco
Excellent strategy/puzzler in the mould of Lemmings. Slow to start but lots of in-depth gameplay.

KING OF THE MONSTERS 70%
● Takara
Great animation but dodgy music and extremely poor FX mean you'll soon get bored.

KING OF THE RALLY 65%
● Meldac
Sparse racing game with good graphics but not enough challenge and very limited.

KK'S PLAYER MANAGER 86%
● Anco
Faultless lastability and hundreds of options make this one of the best in its field, despite some dodgy graphics and bland spot FX.

KRUSTY'S SUPER FUN HOUSE 82%
● Acclaim
Humorous gameplay with a good range of puzzles but too repetitive!

LAGOON 75%
● Kemco
A huge, challenging RPG. Not in the same league as *Zelda 3*, but a solid, though sometimes tedious, piece of work.

LAMBORGHINI AMERICAN CHALLENGE 70%
● Titus
Well-presented but average racing sim with Super Scope compatibility. This, a mouse option and a gambling option don't save it from being anything but standard.

LAWNMOWER MAN 85%
● Sales Curve
A valiant effort to simulate Virtual Reality without any special chips — just clever programming. The result is astoundingly close, but ultimately the real-world sections let it down.

LEMMINGS 90%
● Sunsoft
Highly addictive strategy game with brilliant graphics and tunes. Over 180 levels to keep you going way into the early hours of the morning.

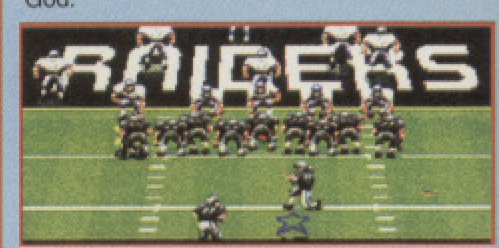


LETHAL WEAPON 57%
● Ocean
Run-of-the-mill shooter with very sad gameplay.

LOST VIKINGS 91%
● Interplay
One of the most original games to grace the SNES. Lost Vikings combines excellent cartoon-style graphics with addictive gameplay. A must for puzzle fans.



MADDEN NFL '94 93%
● Electronic Arts
The best sports sim ever, incorporating truly stunning Mode 7 and a feast of options. So addictive it's frightening, this is a sporting God.



MAGIC ADVENTURE 77%
● Bandai
Unusual Japanese platform game with good graphics but lacking in the gameplay department.

MARIO ALL STARS 92%
● Nintendo
Great value compilation cart featuring SMB, SMB2 & 3 and the previously unavailable Lost Levels. Improved graphics and sound.



MAGIC SWORD 64%
● Capcom
Probably Capcom's weakest game to date. Looks good but gameplay is just too slow.

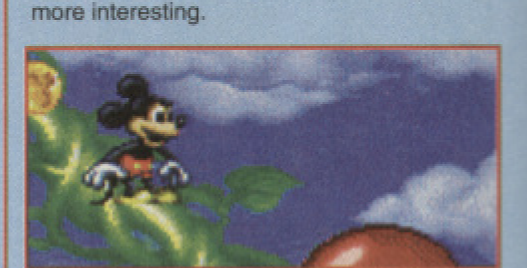
MARIO IS MISSING 42%
● Mindscape
A valiant attempt at an edutainment game using the popularity of the Mario Bros. Let down by restricted gameplay and difficulty level.

MARIO PAINT 82%
● Nintendo
Fun-packed but basic art package for kids.

MECH WARRIOR 79%
● Activision
A complicated action and strategy title.

MEGA LO MANIA 87%
● Imagineer
Brilliant strategy with near perfect presentation, lovely sound and user-friendly controls. Time-travelling battle made easy!

MICKEY'S MAGICAL QU. 90%
● Capcom
Superb game with great graphics and enchanting soundtrack. Gameplay is a little easy but can be altered to make the game more interesting.



MIGHT AND MAGIC II 84%
● Elite
A big game with loads to explore, but falls behind a bit in the excitement stakes, one for dedicated adventurers. One of the best first-person perspective RPGs so far.

MORTAL KOMBAT 87%
● Acclaim
Excellent graphics and gameplay, but lacks the challenge of SFII. Great sound, good two player game.

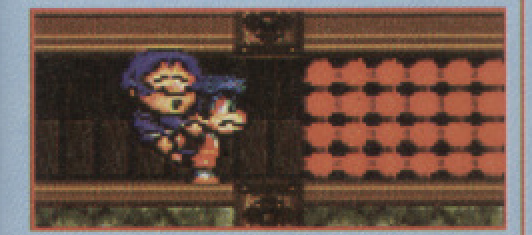
Arcade | Adventure/RPG | Beat-'em-up | Platform

MR NUTZ 90%
● Ocean
Arcade quality, well above average platformer. With big, well defined sprites and some of the grooviest villains seen on the SNES it's a joy to play.



MUSYA 60%
● Datam
Japanese cart with some nice touches, but nothing to really keep you playing.

MYSTICAL NINJA 92%
● Konami
Excellent one- or two-player game, with loads of options and levels — brilliant!



NBA ALL-STAR CHAL. 63%
● Acclaim
Simplistic basketball sim with good graphics and five small sub-games but no match option.

NCAA BASKETBALL 86%
● Nintendo
Also called Super Slam Dunk this visually stunning basketball sim uses Mode 7 to great effect.

NHLPA HOCKEY 81%
● EA
Slightly disappointing conversion of the brilliant Mega Drive ice hockey game EA Hockey '92.

NHLPA HOCKEY '93 73%
● EA
Updated sequel with much improved playability, loads of stats and furious fighting scenes.

NIGEL MANSELL'S F1 CHALL. 82%
● Gremlin
A polished, fast paced and very playable racer, with a full season's racing and a password system. A high speed drive without the rigmarole of a complex sim.

NOLAN RYAN'S BASEBALL 64%
● Romstar
Disappointing licence from the best pitcher in the Major League. Plenty of stats but not enough has gone into gameplay.

ON THE BALL
See Cameltry

OUT OF THIS WORLD 85%
● Interplay
UK version of Another World. A unique combination of textured polygons and sci-fi backdrops make this atmospheric and very addictive.

OUT TO LUNCH 83%
● Mindscape
An amusing and entertaining platformer — clourful, detailed, great parallax scrolling, easy to pick up and includes a great soundtrack.

PAPERBOY 2 33%
● Mindscape
A horrible conversion of a horrible game.

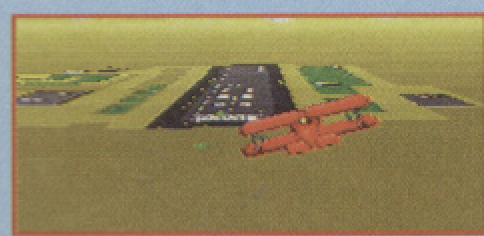
PARODIUS 87%
● Konami
Fun gameplay, excellent graphics and great tunes make this a real laugh — a bit easy!

PEBBLE BEACH GOLF 83%
● T&E Soft
Brilliant digitised graphics and simple but responsive controls. Only one course!

PGA TOUR GOLF 85%
● EA
The most accurate of golfing sims. Many may find playing four rounds in a championship a little boring but hey… that's golf!

PHALANX 74%
● Kemco
Unoriginal and frustrating gameplay saved only by clean, sharp graphics.

PILOTWINGS 91%
● Nintendo
Unbelievable graphics and scrolling make this one of the best flight sims around. Eight locations with lots of variation means you just can't stop yourself playing.



PIPE DREAM 74%
● Kemco
A two-player puzzler high on good graphics but short on thrills.

PIT-FIGHTER 36%
● T•HQ
Awful conversion of the arcade fighting game. Two-player option but difficulty is way too hard.

POCKY AND ROCKY
● Natsume
See Kikikaikai

POP 'N TWINBEE 80%
● Konami
Colourful shooter combining the excellent graphics of *Axelay* with cute appeal of *Parodius*. Atmospheric tunes and great level bosses make this a real treat to the senses. A little too easy in one-player mode.

POPULOUS 81%
● Anco
The king of strategy games. Maybe getting a little long in the tooth but still gives most games of its kind a run for their money.

POWER ATHLETE 25%
● Kaneco
Oh no, another SFII clone, only with graphics a Game Gear would reject!

POWERMONGER 64%
● Powermonger
With a SNES mouse this battle strategy sim is a good conversion of the Amiga classic, if not the control method is slow and frustrating.

PRINCE OF PERSIA 84%
● Konami
Stunning graphics and backdrops with great animation and atmospheric music. Twenty levels of action and puzzles make this very addictive — excellent use of a password system!

PRO QUARTERBACK 66%
● Tradewest
Visually stunning but ultimately boring American football simulation. Uses an unusual 3D Mode 7 perspective but plays are too difficult to complete.

PUGSLEY'S SCAVENGER HUNT 85%
● Ocean
Very good sequel to the first Addams Family release, boasting incredible graphics and sparkling tunes — not as playable though!

PUSH OVER 76%
● Ocean
Domino Rally-style puzzler to blow your brain cells, ported across from the Amiga.

Q*BERT 3 64%
● NTVIC
Cool graphics but monotonous gameplay soon gets boring.

RACE DRIVING 25%
● T.HQ
One of the worst racing games of all time.

RAIDEN TRAD 65%
● Electro Brain
Another arcade blaster featuring a two-player simultaneous option but not much else.

RAMPART 51%
● EA
Wall-building sim with below average graphics and poor sound — lacks depth.

RANMA 1/2 84%
● Ocean
Manga-inspired madness. A truly bizarre game, with superb graphics and sound but clumsy gameplay. A treat in two-player but in the end it's just too darned easy.

RANMA 1/2 PART 2 85%
● NCS
Excellent and even weirder sequel to Ranma. Great moves and graphics but a little easy!

RIVAL TURF 55%
● Jaleco
Scrolling beat-'em-up with nice graphics but no two-player option and limited controls.

ROAD RUNNER: DEATH VALLEY RALLY 73%
● Sunsoft
Superb graphics, fun gameplay with great Warner Bros theme — awkward controls.

ROBOCOP 3 48%
● Ocean
Above average backgrounds but bad animation and sprites make gameplay far too frustrating.

ROBOCOP VS. TERMINATOR 55%
● Interplay
Despite the pedigree of the characters, this disappointing license is rather clumsy and lifeless. There is plenty to shoot and loads of power ups, but it's all rather unsatisfying.

ROCK & ROLL RACING 90%
● Interplay
Classic soundtrack, great sampled speech and a wicked, though slightly squashed, two-player game make this a winner. Mass destruction with a weird perspective.



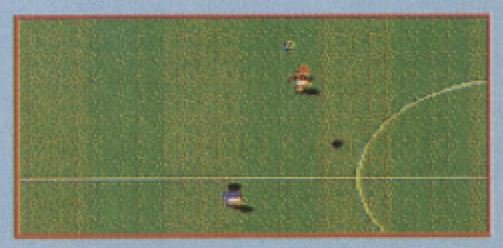
ROGER CLEMENS MVP BASEBALL 45%
● Acclaim
Disappointing baseball sim from the Major League's most talented pitcher. Not worth the money.

ROYAL RUMBLE 80%
● Acclaim
This sequel to WWF Wrestlemania is an improvement but doesn't go far enough. Fun in two-player but not enough variety for the solo player. Presentation is good but ultimately too easy.

RPM RACING 68%
● Interplay
Off-road racer with split screen for simultaneous two-player head-to-head challenge.

RUSHING BEAT RUN 74%
● Jaleco
Sequel To Rival Turf with improved characters and graphics but not enough variation in gameplay.

SENSIBLE SOCCER 92%
● Sony
Superb gameplay raises Sensible above the heads of other footy sims. Small sprites but nifty game speed more than makes up for this, and it's addictive as hell. Buy it now!



SHADOW RUN 92%
● Data East
Addictive and playable adventure/RPG with cool sounds, vivid sprites and logical puzzles. Rivals Zelda for best of its class.



SIM CITY 88%
● Nintendo
Excellent city-building sim with colourful visuals and addictive gameplay. Over 1,000 land-forms and three difficulty levels — you'll be playing for ages!

SIM EARTH 74%
● Imagineer
A strange but interesting 'edutainment' cart. An intellectual and ecologically sound planet simulation.

SKÜLJAGGER 62%
● American Softworks
This hack 'n' slash piratey affair is too frustrating to be an essential purchase.

SKY MISSION
See Blazing Skies

SMART BALL 81%
● Konami
US version of Jerry Boy. Masses of power-ups, colourful visuals and an enormous playing area in this cute platform adventure — very addictive but a little easy.

SONIC BLAST MAN 69%
● Taito
Active animation and colourful backdrops but too repetitive to provide a lasting challenge.

SOUL BLAZER 84%
● Enix
Looks great but is far too simple. A great introduction to arcade-style RPGs but it shouldn't take long to finish it.

SPANKY'S QUEST 75%
● Natsume
Platform-based arcade action starring an

Puzzle | Shoot-'em-up | Sports/Racing | Sims/Strategy

ape. Work your way through he endless levels (armed only with an unlimited supply of balls!) looking for keys — fun but limited.

SPIDERMAN AND THE X-MEN 75%
● Acclaim
A real disappointment considering how good Spidey on the MD is. There's plenty of variety in gameplay but not enough action. Cool theme tune but not much else. Comics fans only.

SPINDIZZY WORLDS 79%
● ASCII
A unique 3D puzzle game for advanced game fiends. Lots to do but gameplay can become frustrating.

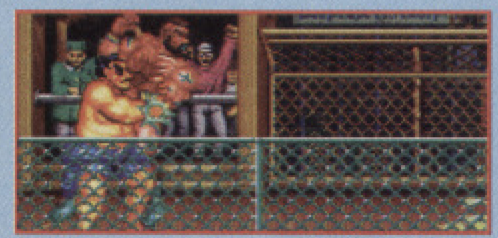
STARFOX 85%
● Nintendo
Japanese version of visually impressive space-based 3D shooter featuring new SFX chip. Not as good as we hoped — and a little on the easy side — but still a great gaming experience. Not too sure about the hefty price tag though.

STARWING
Official UK version of StarFox.

SF II 92%
● Capcom
Huge 16-meg cart boasting awesome graphics and incredible long-lasting playability. Some of the special moves take a while to master but once you sort this out the game's only limited by your own skill.



SF II TURBO 96%
● Capcom
With superb speed, sound, graphics and addictiveness SFII Turbo is the best beat-'em-up to date. Four new characters to master, loads of new moves and super fast gameplay — you won't know what hit you.



STRIKE GUNNER 63%
● NTVIC
A limited-appeal blaster with simultaneous two-player option but far too easy!

STRIKER 82%
● Elite
Loads of options allow you to customise every stage of gameplay from players' attributes to pitch surface. Very easy in one-player mode but the 64 teams make two-player games great fun.

SUNSET RIDERS 85%
● Konami
Arcade perfect conversion, a brilliant side-on shoot-'em-up, it's bright, loud and great fun. Easy to pick up, hard to finish.

SUPER ACTION FBALL 77%
● Nintendo
This innovative American football sim uses an unusual slanted perspective which only succeeds in giving the action a disorientating feel. Still a pretty good game, though not in Maddens' class.

SUPER ADVENTURE ISL. 84%
● Hudson Soft
This fruit collecting arcade classic has been around for years but still plays and looks good. Good graphics and a wicked soundtrack let down by frustrating gameplay.

SUPER AIR DIVER 83%
● Sunsoft
Amazingly fast, extremely addictive and visually tremendous shoot-'em-up, incorporating stunning Mode 7 scrolling.

SUPER ALESTE 78%
● TOHO
A fast vertical shoot-'em-up that's really rather nice and detailed.

SUPER BASES LOADED 45%
● Jaleco
Also known as Super Pro Baseball. Sketchy baseball sim with an unfinished look to the graphics — good gameplay but lacks presentation.

SUPER BATTER UP 83%
● Namco
Get past the sketchy paint-by-numbers graphics and this is one of the better baseball sims. Quick and responsive with plenty of good gameplay.

SUPER BATTLETANK 57%
● Absolute
Far too basic tank sim launched on the back of the Gulf War. Superb graphics but the controls are frustrating and the constant flicking between map screens to find your location drives you crazy.

SUPER BOMBERMAN 81%
● Hudson Soft
The best multi-player game around. Grab a four-player adapter and this otherwise limp one-player game transforms into an addictive and exciting experience.

SUPER BOWLING 70%
● Technos
A good four-player cartoon-style ten-pin bowling sim with a real raunchy rock 'n' roll soundtrack. Fun with friends but easy and boring on your own.

SUPER CONFLICT 79%
● Vic Tokai
Average graphics and tunes are easy to ignore in this curiously engrossing war sim. A trifle dull for solo players but cracking good fun for two!

SUPER CUP SOCCER 72%
● Jaleco
Also known as Super Goal. Easy to play one- and two-player side-on soccer sim lacking variety and realism — there are no yellow or red cards!

SUPER DOUBLE DRAGON 70%
● Tradewest
Rough 'n' ready sideways scrolling beat-'em-up. Graphics and FX are bland but gameplay is fun especially for two players.

SUPER DUNKSHOT
See NCAA Basketball

SUPER EMPIRE STRIKES BACK 95%
● JVC
The best shoot-'em-up ever! It's got it all — varied gameplay, three different characters, loads of villains and perhaps the best Mode 7 flying we'll ever see. Buy it today!



SUPER FIRE PRO WRESTLING 45%
● Human
Hilariously bad to the point of almost being good simultaneous four-player multi tap wrestling game.

SUPER FORMATION SOC. 84%
● Human
Slightly inferior Japanese version of Super Soccer. Slick 3D footy sim with great graphics. One- and two-player option plus two players simultaneously against the computer. Moves are a little limited and this version has no yellow cards or penalty shoot out option.

SUPER FORMATION SOC. 2 70%
● Human
Fun four-player mode, but needs more variety for soloists. Despite the redrawn graphics, no real improvement over the original.

SUPER GOAL
See Super Cup Soccer

SUPER GHOULS 'N GHOSTS 89%
● Capcom
Classic arcade action that still stands the test of time. Very challenging and occasionally sluggish — a real test of your skills.

SUPER JAMES POND 85%
● Ocean
This classic features some of the most colourful graphics of any SNES game but suffers from a ridiculously easy difficulty setting and slow gameplay. Best suited to younger players.

SUPER KICK OFF 76%
● Anco
Overhead very fast football game with zillions of options — poor scrolling leads to frustrating gameplay.

SUPER NBA BASKETBALL 88%
● Tecmo
Brilliant official NBA basketball game with slick scrolling, incredible pace and great controls. The best five-on-five game available.

SUPER MARIO KART 93%
● Nintendo
The best racing game ever! Yes, Mario and the gang are back in an incredibly addictive karting game. There are three difficulty settings, one- and two-player options pus a choice of Grand Prix, Battle or Time Trial.



SUPER MARIO WORLD 95%
● Nintendo
Mario's first SNES adventure is packed with 96 levels to explore and masses of tricky puzzles to solve, bonus rooms to find and special worlds to conquer. Superb cute graphics, brilliant theme tune and the best playability ever — recommended to everyone.



SUPER OFF-ROAD 51%
● Tradewest
Race off-road trucks around indoor circuits filled with hazardous obstacles. Prize money is awarded depending on position and there are plenty of upgrades to buy and different levels but repetitive gameplay gets boring.

SUPER PANG 86%
● Capcom
This bubble-bursting arcade conversion pits a boy and his gun against ever-increasing quantities of bubbles. Great gameplay but no two-player game. Highly addictive.

SUPER PLAY ACTION FOOTBALL 77%
● Nintendo
Disappointing American football sim features cool moves but is missing vital ingredients in the gameplay department. Could've been wonderful. Oh well...

SUPER PRO BASEBALL
See Super Bases Loaded

SUPER PROBOTECTOR
See Contra Spirits. Also known in US as Contra III

SUPER PUTTY 87%
● System 3
Fantastic, bright graphics, great sound and a groovy control method are hampered by serious difficulty.

SUPER R-TYPE 83%
● IREM
One of the first four UK Pal Super Nintendo releases. This highly addictive sideways-scrolling space-age blaster has loads of power-ups, great graphics and sound and a nice and tough difficulty setting.

SUPER SMASH TV 87%
● Acclaim
Based on futuristic Running Man-style quiz show where the aim is to kill or be killed. Slick, sharp presentation, great samples and music make this action-packed arcade conversion addictive as hell. Firing controls are tricky at first but this doesn't take long to get to grips with.

SUPER SOCCER CHAMP
See Hat-Trick Hero

SUPER STAR WARS 92%
● JVC
A total gaming experience. A top-notch game that's instantly addictive. Brilliant visuals, superb FX and so simple to play it's unbelievable. The only problem is it's a touch easy, but even so you won't be able to stop going back for another go. Has to be seen to be believed.



SUPER STRIKE EAGLE 79%
● Microprose
A fast and furious flight sim featuring excellent Mode 7 scaling and rotation. Gameplay becomes repetitive after a bit of play.

SUPER STRIKE GUNNER 55%
● NTVIC
Very easy up-the-screen space-based shooter that takes about an hour to complete. No lastability.

SUPER SWIV 78%
● Storm
Great graphics packed with detail but mega-tough gameplay and no continues is very frustrating. Two-player simultaneous game is much more playable.

SUPER TENNIS 88%
● Nintendo

Arcade | Adventure/RPG | Beat-'em-up | Platform

Loads of options including an excellent two-player mode. With good cartoon-style graphics, above average FX, and one of the most playable control systems ever, this tennis sim is very addictive and very realistic. One of the best sports games ever.

SUPER TETRIS + BOMBLISS 85%
● BPS
Straight conversion of the fiendishly addictive Tetris. Graphics are nothing special but the gameplay is superb as ever. Bombliss is a great game in its own right and combining the two is a great value for money cart if you're a fan of classic puzzlers.

SUPER TURRICAN 83%
● Vic Tokai
Excellent conversion of the C64/Amiga classic unfortunately suffers from a low difficulty setting. Quality game — great looking, super music but ultimately too short.

SUPER VALIS 60%
● Telenet
Another in a long line of samey Japanese platformers. Graphics and backgrounds are cute but gameplay isn't challenging at all.

T2 JUDGMENT DAY 46%
● Acclaim
Another disappointing film licence. T2 promises so much but delivers very little. Frustrating gameplay and sketchy graphics result in limited lastability.

T2 THE ARCADE GAME 81%
● Acclaim
Virtually perfect conversion, only problem is the arcade original wasn't particularly inspiring. If you like the arcade version, you'll adore this. If not, try before you buy.

TAZ-MANIA 79%
● T• HQ
An original combination of racing game and collect-'em-up. Graphics and sound are excellent, though gameplay becomes repetitive.

TERMINATOR 55%
● Mindscape
Boring and frustrating licence. Despite a good intro sequence, atmospheric visuals and digitised movie stills once you get to the action the gameplay falls flat. Levels are huge but it's very hard and quickly becomes frustrating, annoying and then boring.

TEST DRIVE II 78%
● Accolade
Realistic sports car challenge against computer. A few nice touches like flies splatting on the windscreen and the grumpy cop can't hide the fact it lacks excitement.

THE HUNT FOR RED OCTOBER 55%
● Hi-Tech Expressions
Limited and almost unrecognisable Super Scope conversion of the popular submarine suspense movie. Dodgy graphics and uninspiring gameplay make sure this sinks rather than swims.

THE REN AND STIMPY SHOW: VEEDIOTS 79%
● THQ
Excellent presentation but only four levels make this too easy to complete. Fun and frantic, it's crazy all the way!

TIME SLIP 80%
● Vic Tokai
Just above average graphics and sound are saved by the near-impossible difficulty level. A real test of blast-'em-up skills for even the most accomplished gamesplayer.

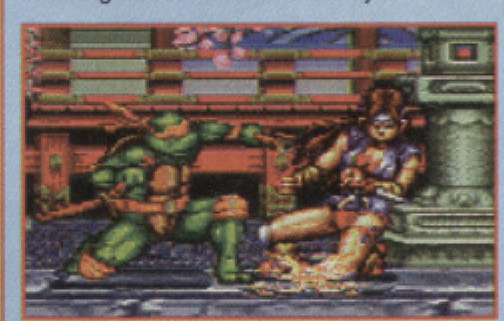
TINY TOONS 87%
● Konami
Visually stunning cartoon platformer starring the Warner Bros gang. The dash control takes a while to get used to but once mastered is brilliant. The sub-games are superb — there's even a mini American football game!

THE ROCKETEER 45%
● IGS
Poor Disney licence of a bad film. In the early rounds, action consists of racing a plane around in circles against computer controlled opponents but later goes onto include beat-'em-up sections.

THE SECRET OF MANA 95%
● Squaresoft
Three-player mode, gorgeous graphics and unbeatable gameplay make this enormous adventure the best to date. An absolute belter.

THUNDER SPIRITS 65%
● Seika
Another in a long line of samey Japanese shoot-'em-ups. Decent graphics but nothing in the gameplay department to interest.

TMNT — TOURNAMENT FIGHTERS 90%
● Konami
Top class beat-'em-up, just a shame its release coincides with SFII Turbo. Great graphics and sound and a variety of stunning finishing moves. Well worth a buy.



TOM AND JERRY 44%
● Hi-Tech Expressions
A lifeless conversion of a classic. Some really good graphics but the annoying control system makes gameplay really frustrating .

TOP GEAR 83%
● Kemco
Also known as Top Racer in Japan, this is one of the great racing games of all time. Four cars, loads of tracks and super gameplay make sure you'll be playing until the chequered flag comes down .

TOP GEAR 2 84%
● Kemco
An update of Top Gear, this improved version includes a whole host of add-ons and a huge amount of tracks. Nice, clear graphics but average sound. One for enthusiasts.

TOTAL CARNAGE 84%
● T•HQ
Competent, worthy sequel to the rather cool Super Smash TV, TC has much larger playing areas and ultra-ace power-ups, but utimately disappoints considering the strengths of other shoot-'em-ups available.

TRODDLERS 65%
● Storm
An unoriginal, well made puzzler. Fun in two-player mode but one-player needs more variety. With 175 levels, it's quite a challenge. Entertaining and uncomplicated.

TUFF E NUFF 65%
● Jaleco
An above average beat-'em-up with large sprites, impressive speech and an action replay feature.

TURTLES IN TIME 75%
● Konami
Great visuals with rockin' sounds and speech. Fun to play but lacks challenge and variety.

ULTRAMAN 51%
● Bandai
Seasoned Japanese beat-'em-up which looks pretty out of date these days. Some good touches but otherwise lifeless.

UN SQUADRON 83%
● Capcom
An early Capcom classic, this impressive arcade-style plane-based shooter still stands the test of time. A major hit on the Super Famicom, it's going strong to this day. With plenty of weapons, loads of enemies and impressive graphics, it unfortunately suffers from bad slowdown at times.

VIRTUAL SOCCER 80%
● Hudson Soft
A poor man's Sensible Soccer. Visually and aurally strong, but clumsy gameplay lets a promising game down.

WAIALAE COUNTRY CLUB 76%
● T&E Soft
Graphically impressive but plodding golf sim over one of the world's most spectacular and unforgiving courses. The scenery takes your breath away but the gameplay is too slow.

WARP SPEED 75%
● Accolade
Cool looking spaced-based blaster with very impressive use of Mode 7. Gameplay is slow as you fight enemies one-on-one rather than blast it out wit a whole fleet.

WHEEL OF FORTUNE 37%
● Gametek
American Hangman-style TV quiz game that's a laugh for a group but tiresome for the single player.

WING COMMANDER 84%
● Mindscape
An excellent intergalactic fighting adventure with stunning visuals, oodles of missions and space scum to blow away. Graphics can be a bit dodgy and there is some slowdown when the action gets really hot.

WING COMMANDER: THE SECRET MISSIONS 81%
● Mindscape
An improved version of Wing Commander with all new missions but an identical format.

WORLD CLASS RUGBY 78%
● Imagineer
Unusual but enjoyable cartoon rugby union sim released on the back of the popularity of the World Cup.

WORDTRIS 65%
● Microprose
Well executed word-variation of the classic Tetris, cool tunes and stills but too little skill required to make it last.

WWF WRESTLEMANIA 80%
● Acclaim
A good arcade conversion capturing all the thrills and spills of WWF wrestling. Tough at first with a lot of button prodding.

XARDION 60%
● Asmik
Jap blaster with neat graphics but just not fast enough. The highlight is the smooth scrolling and the Contra-type gameplay which raises it to just above average.

YOSHI'S COOKIE 79%
Nintendo
Cute, competent puzzler with fast, furious two-player mode and bags of Mario appeal make this a good alternative to Tetris.

YOUNG MERLIN 92%
● Virgin
A magical experience packed with tricky puzzles, constant surprises, great graphics and superb samples. A must for all ages.



ZELDA 3 : A LINK TO THE PAST 93%
● Nintendo
A superb RPG with great effects and 3D maps. The graphics aren't spectacular but the rivetting gameplay and the challenging but not overpowering puzzles make this one of the best games ever.



ZOMBIES 90%
● Konami
An excellent B-movie homage. Varied villains from psycho babies to chainsaw-wielding madmen and a frantic arcade style make this a fun, furious cart.

That's all for now. For the latest hot carts from temple Nintendo, Directory Enquiries has everything you need. Until the next time, game fans...

Puzzle Shoot-'em-up Sports/Racing Sims/Strategy

CES The best play here



Las Vegas — a gaudy jewel in the otherwise barren Nevada desert. Well established as the world's gambling capital, the neon-clad strip of casinos and hotels is probably the most fitting location possible for the games industry's winter convention — CES.

The desert Vegas stands on was claimed by Bugsy Siegel when he built the Flamingo in 1946. The project was supposed to cost $1m. In reality Siegel spent over $4m of the Mafia's money before the fantastic Flamingo opened its doors. Putting Vegas on the map cost Bugsy his life — he was gunned down by the mob within hours of the Flamingo's grand opening. It was a disaster and Siegel paid the only price the mob were prepared to accept.

Forty eight years on, things are changing in Vegas. The original Flamingo building was in the process of being knocked down the very day this year's Winter CES opened. Bulldozers were knocking through its fragile walls as if they were cardboard — paying no regard to the majestic history and colourful past of the elderly structure.

There are many other changes underway in Vegas. New hotels, new casinos — even new roads stretching out like tentative fingers into the barren wasteland of Nevada.

Ironically, the only place in Vegas that showed any signs of stability was the convention centre and CES itself.

Nintendo's presence at the event was predictably massive. They had the biggest games exhibit, housing most of their third-party licensees as well as the corporation's own releases for the next six months.

So what's new at CES? — nothing. Well, nothing *much* at any rate. Sure, there was a large collection of new software releases from publishers eager to establish or follow trends — but there was nothing of any real emotion or energy to speak of. The biggest news from Nintendo was the change of *FX Trax* to *Stunt Racer FX*. This announcement was spoken rather than shouted, bolstered with a clutch of low-key debuts of other new products including *Ken Griffy Jnr Baseball*, *Super Metroid* and *Kirby's Tee Shot* — an excellent looking *Marble Madness*-style game.

The biggest news from Nintendo was the change of *FX Trax* to *Stunt Racer FX*.

Simply the best?

This year's winter CES was a brand-building exercise for Nintendo. 'The Best Play Here' was the message being hammered home by a chorus line of dancers, reps and runners from 'Team Nintendo'.

Sega were also in evidence at CES and, perhaps not surprisingly, their main focus was on the imminent release of *Sonic 3*. They did, at least, have a product-led focus though — something that could have been reasonably expected from Nintendo.

With little new product to see in the way of games and hardware, there was plenty of time to chat with the army of staff on the Nintendo stand. The message was upbeat — the delivery was corporate. Behind the smiles, the gloss and the glitter I did manage to extract some observations from the USA team. 'We've really not got that much to say this time', acknowledged one of the public relations staff, reflecting on a thinner than usual press briefing kit.

The new product blackout wasn't restricted to Nintendo. Capcom demonstrated a range of previously shown games with charisma and style. The question on everyone's lips — 'When is *Super Street Fighter* coming?' — couldn't be officially answered. Guarded smiles and cloaked hints referred tenuously to June as a good month to guess at. We'll see.

CES is predominantly a trade show. The winter event has one consumer day — this time it was the final Sunday of the event. There was an almost intimidating amount of free space in the massive exhibition pavilions during the consumer day this year. Joe Public, for the most part, stayed away. I suspect this had more to do with the far out Las Vegas location and unyielding parents than a lack of appetite from the Nintendo youth of America.

There wasn't much new to see at CES, but there was plenty of exciting product. The next six months already have their fair share of blockbusters pencilled in for release. This show firmed them up. One thing's for sure — Nintendo and the rest of the industry stilll have a lot of cards up their sleeves. You can confidently look forward to a few aces being played at the Summer CES in Chicago this June. Rest assured, SNES FORCE will keep you posted...

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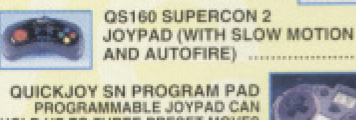
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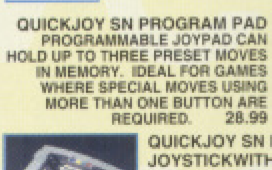
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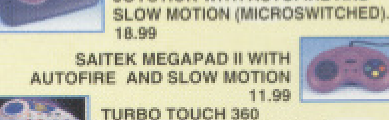


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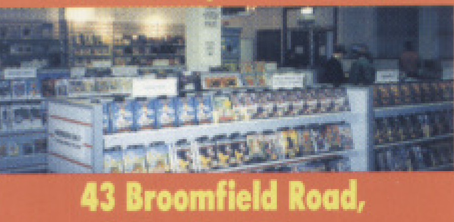
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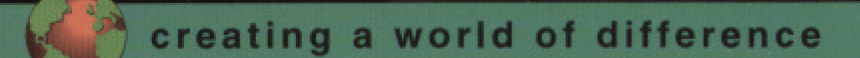
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kick it!

Disaster!

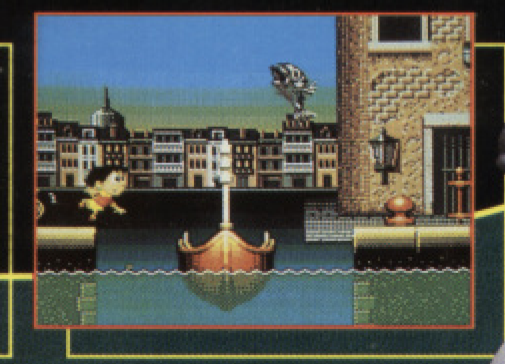
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